

# HARRY POTTER AND THE TABLETOP RPG

SECOND EDITION  
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V 2.1.0



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# INTRODUCTION:

Welcome to the second edition of Harry Potter and the Tabletop RPG. I started writing this system in 2012 to pass the time while on a family vacation to the middle of nowhere. Now at the time of writing, the first edition has over 75,000 downloads. This is such a staggering number to me that I have trouble wrapping my mind around it. When I began writing it, I had no idea that it would be so popular and honestly I was happy when a small group of people on /tg/ were willing to help me work out the kinks. I never thought it would need much, just a little tweaking, but boy was I wrong. I practically tore it to the ground and rebuilt the system in the first thread (back when the book was barely a pamphlet). That could maybe have been called the second edition back then, except for the fact that the first game was never played by anyone at all.

In the past year or so I've hardly worked on the game, having considered myself done with it in June of 2015. But a recent resurgence of the community on /tg/ has made me finally go back and take a look at it. Much like that first edition that was torn to shreds years ago, I see a lot of poor choices and room for improvement. Given the kind of response the community has given the game, I think I owe it to both myself as a content creator, and to the players of my game to make it better where I see the possibility. So welcome again to the second edition of Harry Potter and the Tabletop RPG.

As always, if you have comments, complaints, rants, death threats, stories, suggestions or need clarifications, you can email me at [HarryPotterTTRPG@gmail.com](mailto:HarryPotterTTRPG@gmail.com).

You can now also interact with other members of the community on our [subreddit](#).

# THE CORE MECHANIC:

The HPTTRPG system is a d10 system. That is to say that the only dice used are ten sided dice. Whenever you are in any kind of conflict or situation where the outcome is uncertain you will be called on to roll a ten sided dice. This is called a check and usually will be indicated as #D where # is the number of dice to be rolled. Most checks will include modifiers which should be added to the result of the dice roll. If your check beats or matches the difficulty of the action, you succeed. In all cases where not otherwise stated, you may replace a dice roll with a modifier of 5.

A difficulty of 7 represents a task which is trivial, even for a first year student. A difficulty of 11 represents a task that is very difficult for a first year, but achievable, and that would be trivial for a seventh year. A difficulty of 15 represents a task that is moderately difficult, even for some seventh years. A difficulty of 23 represents a task that would be difficult for anyone even most adults. Finally difficulties of 29+ represent tasks that are on the level of world renowned wizards.

# BACKGROUNDS:

Backgrounds determine where your character comes from. There are four different backgrounds, each representing a different upbringing for your character and a different set of skills that that upbringing brings to the table.

## **Wizard-Raised Halfblood:**

Wizard-raised halfbloods are people with a mix of muggle and wizard blood who were raised in the wizarding world. Usually it is not their one of their parents who is a muggle, but another more distant ancestor. They are not as affluent as pureblood families, but their lives have exposed them heavily to wizard culture and have primed them to be excellent wizards right from the get go.

Wizard-raised Halfbloods begin play with 2 galleons and 2 credits which they can spend however they choose on any skill(s) except for Muggle Studies.

## **Muggle-Raised Halfblood:**

Muggle-raised halfbloods are people with a mix of muggle and wizard blood. Usually one of their parents is a muggle who for one reason or another decided to raise them in the muggle world. Perhaps they grew up knowing of the magical world, but maybe they had no idea until the arrival of a certain letter. This has given them a very open mind about the world around them.

Muggle-raised halfbloods begin play with 2 credits in Muggle Studies and 2 credits to spend, which must be spent on two different skills.

## **Muggleborn:**

Muggleborns have, to the best of their knowledge, no magical blood at all. They were born to muggles and until the age of 11 lived almost completely normal lives. However, their latent magic is never completely suppressed and they become oddities in the muggle world, forcing them to grow strong, or be outcast from society.

Muggleborns begin play with 1 bonus perk and 3 credits in Muggle Studies. Muggleborns do not need to roll to use basic muggle devices (though they still must give one dice from their pool to interact with them), and gain credits in Muggle Studies in half the normal time. Muggleborns cannot be in Slytherin.

## **Pureblood:**

Most purebloods can trace their family back thousands of years to when magic was at its height. Being a pureblood does not make you any better at magic than other wizards, but in the wizarding world a powerful lineage can be more beneficial than skill. While not all purebloods are concerned with their lineage, the people around them almost certainly are.

Purebloods begin play with 3 credits to spend on their choice of two or three different skills. A pureblood may not spend all three credits on any one skill.

# ATTRIBUTES:

There are 4 different attributes in this game. They are Finesse, Intelligence, Spirit and Power. Each attribute interacts in one way or another with magic, being used to cast spells, make potions or avoid danger. Each also has a set of other very special functions.

## **Finesse:**

This is your character's speed and dexterity. It influences your character's ability to make potions and prepare ingredients without the little slip-ups that separate a student from a potions master. It also impacts how fast you move in combat and how well you can dodge. Finessed characters tend to be industrious potion masters, accomplished fliers or sneaky pickpockets.

## **Intelligence:**

Smart characters do their best work in the library, studying, practicing and experimenting their time away. Intelligence makes you study faster, which in turn opens you up to study more complicated subjects. It also makes you better at casting magic and making potions. Intelligent characters tend to be studious bookworms, pompous prodigies or secret masterminds.

## **Spirit:**

Spirit fills two roles. First, Spirit is your charisma; how well you talk to people and earn their trust. Second, it is your strength of will; your resilience to mental and physical forces that may try to break you. Spirit grants you perks, which reflect your growth and complexity as a character. It can also help you study longer and resist effects of wounds. Spirited characters tend to be stalwart leaders, masterful flirts or even just the friend who is always there to pick you up when you're down.

## **Power:**

This is the raw magical power within you. The life of a wizard is dangerous, and this force protects you from harm when you are faced with peril that would kill a normal person. This same magic also manifests in your spells making them more powerful. Powerful wizards are usually burly brutes, quidditch chasers or beaters, or occasionally the bullies who pick on the weak.

# MASTERIES:

Each character has one or more masteries. Masteries help cement your character as an archetype, not just smart, but a charms master, not just quick but an incredible flier. They are here to help you create a character which has a strong theme from the beginning and feels uniquely yours.

There are two kinds of masteries. General masteries are masteries which provide somewhat broad, but very useful bonuses. Special masteries are more focused, to a handful of very niche abilities. If you take a general mastery, you choose only one. But if you choose a special mastery, you may choose to take any two special masteries. You may choose to take a single special mastery twice, receiving double the bonus it normally grants.

## GENERAL MASTERIES:

### **Charms Master:**

A character with this mastery gains a +1 bonus to all Charms checks.

### **Transfigurations Master:**

A character with this mastery gains a +1 bonus to all Transfigurations checks.

### **Potions Master:**

A character with this mastery gains a +1 bonus to all Potions brewing checks.

### **Defense Master:**

A character with this mastery gains a +1 bonus to all DADA checks.

### **Dark Arts Master:**

A character with this mastery gains a +1 bonus to all Dark Arts checks.

### **Metamorph Master:**

A character with this mastery is a metamorphmagus, a wizard or witch with the ability to change their form at will. You may make transfiguration checks to control this ability. It is a Difficulty 9 check to change your hair color, 11 to change your appearance, 15 to change your size and voice, 17 to change your gender, and 19 to take on the form of a non-human (though you will always remain the same general proportions as a human).

### **The Gift:**

A character with this mastery gains +2 to all Divination checks and has the True Gift. The True Gift allows the character to see into the future at rare times, getting cryptic information about the future from the HM. Players should check with the HM before taking this mastery. Only one player in any given campaign can have The Gift.

**Flawed Master:**

A character with this mastery may choose another general mastery and a special mastery, gaining the benefits of both. However, if they do so, they must also select a general mastery other than The Gift, Metamorph or Flawed Master to be their flaw. They take a penalty to checks equal to the bonus normally granted by their flaw whenever they would normally gain that bonus.

**Curse-Breaking Master:**

A character with this mastery treats all counter-curses (including counter-spells) as automatic spells, and treats their DADA skill as their Dark Arts skill for the purpose of learning counter-curses. They also gain a +1 bonus to cast counter-curses.

## SPECIAL MASTERIES:

**Creature Expert:**

A character with this mastery treats their Magical Creatures skill as one higher for all purposes except for raising the skill. If they would take a wound from a magical creature, they instead take a wound one size smaller with the same effects.

**Herbology Expert:**

A character with this mastery treats their Herbology skill as one higher for all purposes except for raising the skill, and is immune to poisons caused by plants.

**Spell-Making Expert:**

A character with this mastery treats both their Arithmancy and Ancient Runes skills as one higher for all purposes except for raising the skills.

**Flying Expert:**

A character with this mastery gains a +2 bonus to all flying checks.

**History Expert:**

A character with this mastery gains a +2 bonus to all History of Magic checks.

**Perception Expert:**

A character with this mastery gains a +2 bonus to all Perception checks.

**Research Expert:**

A character with this mastery treats their intelligence as 1 higher when reducing study or research time, and starts their first year with 1 skill point which may bring one skill up to 1.

**Enchanting Expert:**

A character with this mastery gains a +2 bonus to all Artificing checks and spells of the Enchanting subtype.

**Healing Expert:**

A character with this mastery gains +2 to all casting checks for spells of the Healing subtype.

**Ward Expert:**

A character with this mastery gains +2 to all casting checks for spells of the Ward subtype.

**Mischief Expert:**

A character with this mastery gains +2 to all checks involving sneaking, hiding or otherwise performing actions unseen. They also gain this bonus to checks to find hidden passageways and other secrets.

# PERKS:

Perks are small but nice bonuses which a character gets by having Spirit. For every one point of Spirit a character has, they get one perk. Perks marked with an asterisk can only be taken once.

A Pretty Face*	You are quite attractive. You get a +2 bonus to Persuasion checks against people who might be attracted to you.
A Way With Wands*	You remember people by their wands. Once you see someone's wand you will remember the wand forever, and can identify it if you ever see it again.
Can I Borrow Your Notes?	Someone let you borrow their notes. You may ignore 7 blocks of study time per year, effectively gaining the knowledge immediately.
Don't Sweat the Small Stuff*	You may practice, research, study or do homework for an extra block of time each week.
Finders Keepers	You find 1 galleon at the beginning of each year.
Free Tutoring*	You have a smart friend willing to show you the ropes in something. You get +1 credit in a skill you have less than 6 in. This perk cannot be taken in first year except by Muggleborns.
Hack Job*	You've studied muggle medicine for better or for worse. By giving 3 die from your pool you can remove a heavy or medium wound from a target and replace it with a wound one size smaller with the effect 'After 1 hour this wound will grow one size larger and lose this effect'.
Home Study*	You have a brother, or a parent, or even a book that has given you some tips over the summer. At the beginning of each year you may select 2 automatic spells or potions you would normally gain at the end of that year by completing your classes and add them to your spellbook.
I've Been Everywhere	You have friends all over the world, and have learned the native tongue of a foreign country as a result. You may speak another language.
I Know A Guy	You have a friend with sticky fingers. You have the cheat sheet for one of your classes and will get at least a 30 on your final exam for that class each year.
I Owe You One	An older student owes you. You may ask to call in your favor anytime you can contact the older student and they will find a way to help you. You may use this favor once per year.
It's Okay My Friend's a Goblin*	You are good friends with a member of one of the other sapient races (Goblin, Centaur, etc.), gain +2 on Persuasion checks against 'sub-humans'.
Practiced Procrastinator	You spend a lot of time not working, and have gotten really good at wizard games. You gain +2 to playing games like Exploding Snap and Wizards Chess.
Rich in the Ways that Matter*	You do not get the normal 4 sickle allowance at the beginning of each month. Add your Spirit score to your persuasion checks twice.
Summer Chores	You spend your summer doing a lot of extra chores around the house and so your allowance each month increases by 2 sickles.
Teacher's Pet	You've developed a sort of friendship with one of the teachers. When making checks related to your choice of one of Charms, DADA, Potions, or Transfigurations you gain +1. You can take this up to 4 times, but must choose a different skill each time.
Tussle Hardened	You've been in a lot of friendly scraps, and less so. You can take 1 more medium wound or 2 more light wounds before losing any Power.
Up Close and Personal*	You like to keep your friends close and your enemies closer. When you attack someone with a melee attack you deal a medium wound, and if they react with a spell your attack completes first.
Well Connected*	Your character has friends that help them study, Reduce the time requirement of any studying or research you do by 3 blocks of time, after all other calculations and modifiers.
You Wouldn't Hit A Face Like Mine	It seems a shame to hit such a pretty face, add 2 to your Dodge checks.



# WANDS:

Every wizard has a wand. It is a part of their identity as a wizard. You need a wand to perform any kind of magic, even making potions. But the wand chooses the wizard, and often this can mean wands that don't quite have the same approach as the wizard who uses them.

There are three different qualities of wand; Good, Fair, and Poor. A good wand gives a +1 bonus to all spells cast or potions brewed which correspond to the favored spell types of their wood and core, giving twice the bonus in the case of an overlap. A fair wand gives no bonuses or penalties. Finally a poor wand gives a -1 penalty to all spells which do not correspond to the favored spell types of their wood and core. Examples of good wands are wands made by prestigious wand makers such as Olivander. Fair wands are often cheaper wands made by less prestigious wand craftsmen or any wand of fair or good quality which was won from the previous owner in a duel. Poor wands are damaged, improvised, poorly repaired, or stolen. Unless otherwise stated by your Headmaster, player characters begin play with a Good quality wand.

When selecting a wand roll 3D. The result of the first dice gives a wand's wood, the result of the second gives a wand's core, and the result of the third gives the wand's length. See the table below to determine the results.

Alternatively if the entire group feels it would be better, players can be allowed to choose their wands rather than roll.

	Wood (Favored Spell Types)	Core (Favored Spells)	Length
1	Beech (Enchanting and Artificing)	Unicorn Hair (Patronus Charm)	8 1/2"
2	Apple (Healing)	Dragon Heartstring (Stunning Spell)	9"
3	Ash (Counter-curses)	Phoenix Feather (Disarming Spell)	9 1/2"
4	Alder (Hexes)	Augurey Fether (Apparation Spell)	10"
5	Willow (Curses)	Veela Hair (Love Potion)	10 1/2"
6	Hawthorn (Wards)	Clabbert Horn (Shielding Charm)	11"
7	Oak (Potions)	Jarvey Tendon (Babbling Curse)	11 1/2"
8	Holly (Transfigurations)	Erumpent Hair (Blasting Curse)	12"
9	Hazel (Jinxes)	Fwooper Feather (Silencing Charm)	12 1/2"
10	Vine (Charms)	Kelpie Hair (Water-Making Spell)	13"

# SKILLS AND CREDITS:

In a character's time at Hogwarts they will learn many things, spells, potions and little tricks that make life in the castle easier. But their primary goal while in the school is to develop their skills as wizards and witches by gaining credits. Credits represent how much you know about your various subjects of study, called your skills. There are 18 skills, they are as follows; Alchemy, Ancient Runes, Arithmancy, Artificing, Astronomy, Magical Creatures, Charms, DADA, Dark Arts, Divination, Flying, Herbology, History of Magic, Muggle Studies, Perception, Persuasion, Potions, and Transfiguration. Each skill has a one or two defining attributes, these are the attributes which are most attuned to the use of that skill. When making checks with a skill, you may choose to add one of those defining attributes to the check as a modifier in addition to the number of credits you have in the skill.

**Alchemy** (Intelligence) is an offshoot of potions and is used in checks to successfully create alchemic compounds, certain antidotes and elixers. Advanced potions will often have an alchemy requirement to learn them.

**Ancient Runes** (Intelligence) is a skill that gives a character knowledge of ancient runes' meanings, uses and properties. Most often this can be used to determine the use of an ancient magic item or the function of a spell with a runic component. Ancient runes can also be used in creating new spells. An Ancient Runes check (Ancient Runes+Intelligence) with a Difficulty of 8 allows a character to identify the effects of a magical item.

**Arithmancy** (Intelligence) is the magic of numbers. Most often arithmancy is used for the creation of magic items but can also be used to simulate study when no study materials are available (see Studying).

**Artificing** (Intelligence) is the act of creating magically imbued items and materials such as invisibility cloaks, wands and broomsticks.

**Astronomy** (Intelligence) is the magic of the stars and is required for creating certain items and spells.

**Charms** (Intelligence/Power) are any spells which alter the properties of an item without changing it's form. Charms is used for casting spells, creating spells, creating magic items and many other things.

**Dark Arts** (Intelligence/Power) is one of the few things on this list that will never be purposefully taught in school. Although enough training in noticing and defending against the dark arts can lead to some rudimentary understanding of how to cast dark spells. Dark Arts are the things which are irrevocably dark and evil, things like curses, blood magic and the like. Credits in dark arts can help you identify and locate dark objects, find where you can purchase evil wares, and of course help you cast dark spells and curses.

**Divination** (Spirit) is the key to reading the future in stars, crystal balls and tea leaves. It can

have limited uses for practical magic, but the ability to interpret the future can be extremely helpful. A Divination check (Divination+Spirit) with a Difficulty of 8 allows you to ask the HM for a hint about the future. These hints must be true but may be cryptic. The higher the result of the check the less cryptic the hint should be.

**DADA** (Power/Spirit) is a character's knowledge of how to defend themselves. Either mentally or physically, a character with high DADA is very resistant to magic.

**Flying** (Finesse) reflects a character's proficiency with all forms of magical flight from thestrals to pegasi, and of course broomsticks. In order to fly in calm conditions a character must make a Flying check (Flying+Finesse) with a Difficulty of 7.

**Herbology** (Intelligence/Finesse) reflects a character's knowledge of magical plants and fungi. Herbology is useful for locating and identifying plants and their uses and possible dangers. Many potions have an ingredient skill requirement for Herbology.

**History of Magic** (Intelligence) is simply the knowledge of wizard history and lore. It is useful only for determining if a character knows a piece of information or not.

**Magical Creatures** (Intelligence/Spirit) gives the character knowledge of caring for, handling and fighting magical creatures. Most often this skill is used to ask the Headmaster for information about a certain monster.

**Muggle Studies** (Intelligence) represents a character's knowledge of muggle history, customs and technology, and stands as a counterpart to History of Magic. It is useful for both using muggle devices and also for determining what a character knows about muggles.

**Perception** (Spirit) is a measure of how aware a character is of their surroundings. Perception is used not only to notice hidden objects and creatures, but also to search areas for clues and notice small details. A player may roll a Perception check with a Difficulty of 11 to notice any ongoing magical effects in the area.

**Persuasion** (Spirit) is as much about simply knowing how to act in a crowd as getting people to do what you want. Persuasion is used when making friends, trying to talk your way out of a situation, and when trying to lie to someone.

**Potions** (Intelligence/Finesse) is the key skill to brewing and learning how to brew potions, as well as knowing how to locate non-plant or animal based potion ingredients.

**Transfigurations** (Intelligence/Power) are spells which change the form of something, or conjure something. Transfiguration is used for learning and casting transfiguration spells.

# CREATING A CHARACTER:

The first step to playing this game is to create a character. When you are first starting it can be useful to create several characters to get used to the systems.

When creating a character you should have some idea of what kind of person you want them to be. Maybe you want to play a natural leader, or a bookworm, or a quidditch jock. It can also be fun to play a character who is a bit unsure of what they want to do and then try a lot of different things until you find what you like to play.

To create your character, first choose a name. Once you have this, choose your background and mastery. Next you may distribute your starting attribute points. You start with 1 point in each attribute and have 3 points to spend to improve them in any way you wish (You should have a total of 7 points in your attributes in your first year).

Then choose any perks you have gained. Finally roll for your wand and distribute any credits granted by your background or perks.

## Example:

Say that you want to create a character who wants to study the natural features of the magical world, a magical Charles Darwin in the making. You choose a name and then start looking at backgrounds. You decide that your character will be a muggle-raised halfblood, familiar with the magical world, but still mystified by it. You will start with 2 credits in Muggle Studies and will be able to spend 2 more credits later.

For Masteries you decide to take Flawed Master. You take Defense Master and Creature Expert, anticipating a large number of nasty creatures during your adventures. For a Flaw you take Transfigurations Master, figuring that you wouldn't be that interested in altering the things you want to study.

Now you look at attributes. You decide that you want Intelligence to be your best attribute, but also want to grab an extra perk. You put 2 points into Intelligence and 1 into Spirit.

Now you can choose perks. Your Spirit is 2 so you'll start with two perks. You decide to take I've Been Everywhere and Home Study. For I've Been Everywhere you decide that your character has learned French so that they speak the language when they visit to study the local magical creatures. For Home Study, since it is your first year you take the Fire-Making Charm and the Four-Point Spell, granting you a few important survival skills.

Getting toward the end you roll your wand. Your 10.5" Hawthorn and Augurey Feather wand grants you a bonus to Wards and the Apparation Spell.

Now you choose your credits granted by your muggle-raised halfblood background. 2 credits are automatically applied to your Muggle Studies skill, and you choose to also improve your DADA and Magical Creatures skills by 1 each.

This is how your character now looks;

Finesse: 1 Intelligence: 3 Power: 1 Spirit: 2  
Background: Muggle-Raised Halfblood  
Mastery: Defense Master, Creature Expert  
Flaw: Transfigurations Master  
Wand: 10.5" Hawthorn and Auguery Feather  
Perks: I've Been Everywhere, Home Study

DADA: +2  
Magical Creatures: +2  
Muggle Studies: +2  
Transfiguration: -1

Spells: Fire-Making Charm, Four-Point Spell

## PROGRESSION:

At the end of each year, a character adds all automatic spells of their skill level for classes that they passed added to their spellbook. Each character may also increase one of their attributes by 1 up to a maximum of 7 in any one attribute.

## FREE TIME:

During each week you have a certain amount of time that you can spend on extracurricular pursuits. This free time is time you can spend outside of class in the library, common room or elsewhere in the castle learning new skills or abilities. Free time is cut into blocks of time representing evenings or study halls. You have 3 such blocks of time each week + 1 if either your Intelligence or Spirit is 5 or more and +2 if they are both 5 or more.

For the most part these blocks of time should happen “off camera”, while characters study, practice and do all of the other boring academic work that comes with school. Homework does not take away from this free time.

## STUDYING:

Studying allows you to earn credits in skills without actually taking the associated course. This is done by spending free time in the library or with purchased books and educating yourself.

Each skill falls into one of three categories, Easy, Normal, or Hard. These categories determine how hard it is to study that skill. Each category has a different base study time which represents the time it takes to gain a credit in that skill.

To study a skill, first find its difficulty category on the table below.

Skill	Difficulty Category
Alchemy	Hard
Artificing	Hard
Charms	Hard
Dark Arts	Hard
Muggle Studies	Hard
Persuasion	Hard
Potions	Hard
Transfiguration	Hard
Ancient Runes	Normal
Arithmancy	Normal
DADA	Normal
Herbology	Normal
History of Magic	Normal
Magical Creatures	Normal
Astronomy	Easy
Divination	Easy
Flying	Easy

Now compare its category and your current credit level in that skill to the table below to find the number of blocks of free time it will take to study that skill.

Your Current Credit Level	Easy Skill Study Time	Normal Skill Study Time	Hard Skill Study Time
0	6	10	15
1	8	13	19
2	10	16	23
3	12	19	27
4	14	21	31
5	16	24	35
6	18	27	39
7	20	30	43
8+	+4 blocks per credit	+6 blocks per credit	+8 blocks per credit

You can reduce the amount of time it will take you to study a skill in two ways. First you may automatically subtract your Intelligence from the study time. Second, you may buy study guides from other students by paying galleons. You may spend any number of galleons up to your Spirit score to reduce the study time by 2 blocks for each galleon spent.

Once you have found your study time for a skill, you need only spend the resulting free time to study the skill. When this is done you will gain the new credit in your selected skill.

In order to study a skill you must have access to a collection of books at all times that you are studying, for most purposes the Hogwarts library will be sufficient. If you do not have access to a library then you must spend 1 galleon for every 6 blocks that you spend studying. This cost does not count toward reducing your study time. If you have no access to books at all then you may normally not study any skills. The exception is that if your Arithmancy skill has at least as many credits as the skill you are studying. In that case you may study the skill without books, though it will take three times as long.

In the case of Dark Arts, much of the information about the subject in Hogwarts is kept in the restricted section. If you are studying to bring your Dark Arts skill to 3 or higher, or researching a spell with such a skill requirement, and you are in Hogwarts but don't feel like buying books, you must find some way to get into the restricted section and either spend all of your studying time there or else make off with the books.

## RESEARCHING:

Researching allows you to understand a specific piece of information that would normally be knowledge gained as part of a credit in a skill you haven't yet earned. Researching a spell or potion takes less time than it would take to gain the credits you would need to learn it otherwise.

In order to research a spell or potion, find the total amount of time it would take to raise all of your skills to match the skill requirements of the spell or potion you are trying to learn. Then divide the result by 5 (round up) to get the research time. All reductions to the study time are applied before dividing. Once you have spent the free time to research a spell or potion, you may cast that spell or brew that potion, even though you still will not meet its listed requirements.

When researching potions use only the brewing skill requirement line, not the ingredient skill requirements to determine how much time you would need to raise your skills.

## PRACTICE:

Before you can cast a spell, usually you have to practice to get a feel for it. This can be part of homework in a class or can be done independently, to learn a spell you already have the credits required to understand but which was not automatic.

Before you may cast a non-automatic spell, you must practice it. This takes a number of blocks equal to the number of different skill requirements. For researched spells, you need not practice, as practice time is factored into your research. You only need to practice spells which you meet the skill requirements for, but were not granted automatically.

You may cast a spell without practicing but you must double the difficulty of that spell in order to do so. Failing to cast a spell in this way may lead to a catastrophic failure when especially low rolls are made, but the results of these failures are up to the Headmaster. If you successfully cast a spell this way then you may skip practicing it all together and add it to your spellbook.



# CLASSES:

Every character will go to class at some point whether they like it or not. What they learn in that class each year can be seen below. A class can either give +1 credit, meaning that taking that class increases the character's number of credits in that skill by 1. Alternatively a class can bring a skill 'up to' a certain credit which means that it brings the character's skill up to the level indicated. If the character already has their skill at that level or higher, or if they fail, they gain no benefit from the class, though they still must attend to avoid detention.

## 1st Year:

The classes taken in the first year and the credits they give are laid out below.

Astronomy	Charms	DADA	Flying
+1 Astronomy Credit	Up to Charms 1	Up to DADA 1	Up to Flying 1

Herbology	History of Magic	Potions	Transfigurations
Up to Herbology 1	Up to History of Magic 1	Up to Potions 1	Up to Transfigurations 1

## 2nd Year:

Astronomy	Charms	DADA	Herbology
+1 Astronomy Credit	Up to Charms 2	Up to DADA 2 or Up to Dark Arts 1 (Player's choice)	Up to Herbology 2

History of Magic	Potions	Transfigurations
Up to History of Magic 2	Up to Potions 2	Up to Transfigurations 2

### 3rd Year:

Starting in third year students are required to select 2 electives in addition to their normal classes

Astronomy	Charms	DADA	Herbology
+1 Astronomy Credit	Up to Charms 3	+1 DADA Credit	Up to Herbology 3

History of Magic	Potions	Transfigurations
Up to History of Magic 3	Up to Potions 3	Up to Transfigurations 3

#### Electives:

Arithmancy	Muggle Studies	Divination
Up to Arithmancy 1	Up to Muggle Studies 1	+1 Divination Credit

Ancient Runes	Care of Magical Creatures
Up to Ancient Runes 1	+1 Magical Creatures Credit

### 4th Year:

Astronomy	Charms	DADA	Herbology
+1 Astronomy Credit	Up to Charms 4	+1 DADA Credit or Up to Dark Arts 2 (Player's choice)	Up to Herbology 4

History of Magic	Potions	Transfigurations
Up to History of Magic 4	Up to Potions 4	Up to Transfigurations 4

#### Electives:

Arithmancy	Muggle Studies	Divination
+1 Arithmancy Credit	+1 Muggle Studies Credit	+1 Divination Credit

Ancient Runes	Care of Magical Creatures
+1 Ancient Runes Credit	+1 Magical Creatures Credit

## 5th Year:

At the end of 5th year students take their O.W.L.s. The results of these tests determine what classes they will be allowed to take in their final two years, At least an E is needed in a class in order to continue with it after 5th year.

Astronomy	Charms	DADA	Herbology
+1 Astronomy Credit	Up to Charms 5	+1 DADA Credit	Up to Herbology 5

History of Magic	Potions	Transfigurations
Up to History of Magic 5	Up to Potions 5	Up to Transfigurations 5

## Electives:

Arithmancy	Muggle Studies	Divination
+1 Arthmancy Credit	+1 Muggle Studies Credit	+1 Divination Credit

Ancient Runes	Care of Magical Creatures
+1 Ancient Runes Credit	+1 Magical Creatures Credit

## 6th Year:

Starting in 6th year, students are now taking N.E.W.T. Level classes. All classes are optional, though students are encouraged to take at least 5 classes in order to keep busy. Students cannot take more than 10 classes at any one time. In the cases of Artificing and Alchemy, E's are needed from 5th year Charms and Potions respectively in order to take these classes.

Astronomy	Charms	DADA	Herbology
+1 Astronomy Credit	+1 Charms Credit	+1 DADA Credit or +1 Dark Arts Credit (Player's choice)	+1 Herbology Credit

History of Magic	Potions	Transfigurations	Arithmancy
+1 History of Magic Credit	+1 Potions Credit	+1 Transfigurations Credit	+1 Arthmancy Credit

Muggle Studies	Divination	Ancient Runes	Care of Magical Creatures
+1 Muggle Studies Credit	+1 Divination Credit	+1 Ancient Runes Credit	+1 Magical Creatures Credit

Artificing	Alchemy
+1 Artificing Credit	+1 Alchemy Credit

## 7th Year:

Astronomy	Charms	DADA	Herbology
+1 Astronomy Credit	+1 Charms Credit	+1 DADA Credit or +1 Dark Arts Credit (Player's choice)	+1 Herbology Credit

History of Magic	Potions	Transfigurations	Arithmancy
+1 History of Magic Credit	+1 Potions Credit	+1 Transfigurations Credit	+1 Arithmancy Credit

Muggle Studies	Divination	Ancient Runes	Care of Magical Creatures
+1 Muggle Studies Credit	+1 Divination Credit	+1 Ancient Runes Credit	+1 Magical Creatures Credit

Artificing	Alchemy
+1 Artificing Credit	+1 Alchemy Credit

# AUTOMATIC SPELLS:

Automatic spells and potions are the spells you learn at the end of each year (assuming you passed all of your classes). These spells are marked in the spell-list with (Automatic), and are also listed below by year.

As a Headmaster, you may choose to have your players learn automatic spells from their classes during the year, rather than all at the end. This is highly recommended especially during the first year as players may have very few spells otherwise, but is left up to the individual group to decide.

Spells marked with an \* are dependent on a character's Dark Arts or DADA skill. Because a character may choose to take Dark Arts instead of a DADA credit, they may not necessarily qualify to automatically learn these spells at the end of the listed year. Remember that a character only learns an automatic spell if they meet its credit requirements. Skill requirements can be seen in the Spells and Casting section.

## Year One:

Engorgement Charm (Engorgio)  
Fire-Making Charm (Incendio)  
Levitation Charm (Wingardium Leviosa)  
Mending Charm (Reparo)  
Shrinking Charm (Reducio)  
Unlocking Charm (Alohomora)  
Wand-Lighting Charm (Lumos)  
Warming Charm (Calidus)  
Switching Spell

## Year Two:

Disarming Spell (Expelliarmus)  
Feather-Light Charm (Pluma Levis)  
General Counter-Spell (Finite or Finite Incantatem)  
Shielding Charm (Protego)  
Dancing Jinx (Tarantallegra)\*  
Full Body Bind Curse (Petrificus Totalus)\*  
Jelly-Legs Jinx (Locomotor Wibbly)\*

## Year Three:

Cheering Charm (Gaudus)  
Colour Changing Charm (Pigmus)  
Detergent Charm (Tergeo)  
Extinguishing Spell (Extinguere)  
Imperturbable Charm (Impervius)  
Stunning Spell (Stupefy)\*

## Year Four:

Banishing Charm (Depulso)  
Deflection Charm (Sicubio)\*  
Flame Freezing Charm (Inalgescio)  
Freeing Charm (Relashio)  
Severing Charm (Diffindo)  
Slicking Charm (Glisseo)  
Summoning Charm (Accio)  
Blasting Curse (Confringo)\*  
Blindfold Jinx (Obscuro)\*  
Gouging Curse (Defodio)\*  
Impediment Jinx (Impedimenta)\*

## Year Five:

Animating Charm (Ita Vivum)  
Area Shielding Charm (Protego Totalum)  
Bubble-Head Charm (Bubblus Resperens)  
Scouring Charm (Scourgify)  
Silencing Charm (Silencio)  
Vanishing Spell (Evanescio)

## Year Six:

Confundus Charm (Confundo)\*  
Human Revealing Charm (Homenum Revelio)  
Water-Making Spell (Aguamenti)  
Bird-Conjuring Charm (Avis)  
Cruciatus Curse (Crucio)\*  
Killing Curse (Avada Kedavra)\*

## Year Seven:

Apparition Spell (Apparate)

# ITEMS AND MONEY:

Most students, especially young students, do not have much money. For the most part this isn't a big problem because there are no real shops in Hogwarts. But as with everywhere, in Hogwarts money makes things happen, and you may need some spending cash to bribe people, or to buy supplies for a big upcoming prank.

In Hogwarts each character gets a 4 Sickle allowance at the beginning of each month from home.

Your basic school supplies are paid for by your parents at the beginning of each year, which is good because in just the first year the price of your school supplies is estimated to be about 40 Galleons.

Your school supplies for each year which are covered by your parents are as follows.

Three Sets of Plain Black Work Robes – 12 G

One Pointed Black Hat – 1 G

One Pair of Protective Gloves – 3 G

One Black Winter Cloak w/ Silver Fastenings – 2 G

One Wand – 4 G

One Size 2 Pewter Cauldron – 1 G

One Set of Glass Phials – 7 S

One Telescope – 4 G

One Set of Brass Scales – 7 S

One Text Book for every class except for Flying – 12 G 14 S

Aside from the text books most of these items will last for the entire 7 year stay at Hogwarts, unless they are somehow destroyed.

Most prices for items can be guessed at or determined based on the exchange rates below. Keep in mind that these exchange rates have been calculated based on the prices of items to be more realistic. Officially a Galleon is worth about £5.

Galleon	Sickle	Knut
17 Sickles	29 Knuts	-
£ 32.23	£ 1.91	£ 0.06
€ 38.43	€ 2.27	€ 0.08
\$ 40.57	\$ 2.40	\$ 0.08

# ENCHANTING ITEMS:

In the world of Harry Potter, magic items are commonplace. Everything from paintings to cookware is enchanted to make life easier for witches and wizards. For the most part anything that can be imagined can be created, but there are guidelines.

An item will never truly be sentient. It is entirely possible to create items that speak, and even can carry conversations like the many moving portraits of Hogwarts castle, but these things will never be alive and cannot think for themselves.

An item cannot do anything that cannot be done in some way with some other magic. This means that magic items are bound to the same rules as normal magic, such as being unable to create food.

In order to create a magical item you must first select its form and its function. For many objects this will be simple, a self-washing teacup has the form of a teacup and the function of cleaning itself. Next you must obtain an item that fits the form, the quality of the item won't matter for how well it's magical abilities function, but most of the time enchanting an item doesn't make it stronger, so if it is poorly made in the first place it may fall apart.

After finding the item you will enchant you must figure out what magic you could use to replicate the function you want. The magic can come in the form of a spell, a potion, or part of a magical creature or plant, this means that the effect you are looking for must already exist in some form. The function need not match up exactly, for example the Four-Point Spell causes the caster's wand to point north, but could easily be applied to make whatever item is enchanted always point north, or even in other directions. Spell effects can even be combined, for example if you used both the Four-Point Spell and the Gemino Curse, you could create two identical objects which always point toward each other. In this case the effects of the two spells are changed quite a bit, but they are close enough to be considered a valid formula for a magic item. You must actually know the spells, or possess the potions or ingredients you intend to use in order to create a magic item. In the case of a potion or ingredient the material will be used up during the process.

Once both the form and function have been determined you can start creating the item. This process takes a block of time for each skill requirement of each spell and potion involved. In the case of ingredients their skill requirement will usually be based on the type of ingredient. An augurey feather should be treated as having a Magical Creatures skill requirement, whereas a sprig of wolfsbane should be treated as having an Herbology requirement. Some ingredients could have multiple requirements. For example the knuckle of a bowtruckle, a magical spirit of a living wand tree, may have requirements of both Magical Creatures and Herbology. Note that this is based on the number of requirements, not on the value of the requirements themselves, so a requirement of Charms 1 and a requirement of Herbology 6, would both take 1 block of time.

After figuring out how long it should take you must spend half of the time it would take to craft the item before making a check to see if you can finish it, or if you have messed up and it failed.

What skills you should use for your check depend on what sources your effects had. There are four function sources, transfigurations and curses, potions, ingredients, and charms. You must roll a different check for each type of source you use. The basic formula for your artificing check is;

$$1D + \text{your Intelligence} + \text{your Artificing credits}$$

Each function source also adds one extra skill to your artificing check. Transfigurations and curses add the Ancient Runes skill, potions add the Alchemy skill, ingredients add the Arithmancy skill, and charms add the Astronomy skill. If the item used more than one function source then you must roll a different Artificing check for each function source you used.

The Difficulty of creating an item is equal to the highest Difficulty of a potion or spell used as a source. Once again in the case of ingredients the Difficulty must be guessed at. Potions that the ingredients appear in are a good indicator of the Difficulty that should be used for the ingredient.

If all of the artificing checks are successful, the artificer may spend the rest of the time required to finish the item and it will be complete.

## SINGLE-USE ITEMS AND BATCHES:

Sometimes you may want to create multiple items at once. If you want to do this simply increase the Difficulty of your artificing check by 1 half of the base Difficulty of your artificing check for the first item, and by +2 for each item after that. Also add one block to the craft time for every 2 extra items you create.

If you wish to create an item but cannot make the check normally required or else will only need it once or a few times you can make single-use magical items. Single-use items always act as if they have a potions source with a Difficulty of 13 in addition to their normal sources. A single-use item has an artificing Difficulty of one half the base Difficulty of the normal item and is crafted in half the time (round up).

If you wish to create a batch of single-use items first determine the time requirement and Difficulty of the single-use item and then apply the modifiers for making a batch. If you choose to do this, you can exchange any additional single-use items in the batch to give one of the remaining items one extra charge, so that it can be used one extra time per charge before being expended.

## BROOMSTICKS:

The average modern broomstick has 4 sources. First and most important is the broomstick charm. This spell has no effect on it's own and doesn't appear in the Book of Spells. It has the following stats;

Broom Charm

Charms 4, Artificing 5 [15]

Charm

Broomsticks also generally make use of the Softening Charm, the Gripping Charm, and the Impediment Jinx. If any one of these three charms are not used the broom which is created cannot be ridden without rolling. For each missing charm the Difficulty of the Flying checks made to ride the broom also increase. While missing one charm the Difficulty increases by 2, for two charms increase the Difficulty by 5, and for three charms increase the Difficulty by 9.



## WANDS:

Wands have three requirements. The first is an ingredient requirement in the form of the wood. This has a skill requirement of Herbology and Magical Creatures, and has a Difficulty of 15. This wood must be wand quality wood, the trees of which are almost always guarded by Bowtruckles. The second is an ingredient requirement in the form of the wand's core which has a skill requirement of Magical Creatures, and a Difficulty of 15. These can be dangerous to retrieve depending on the creature. Finally is the Wand Finishing Charm which has the following stats;

Wand Finishing Charm  
Charms 4, Artificing 5 [15]  
Charm

Wands made without the proper tools (which cost 10 Galleons to buy) will always be of the Poor quality. A wand made with such tools will be of the Fair quality. Wands of Good quality can only be made after several years of apprenticing with a wandmaker who can already make Good quality wands.

An unbonded wand only has a 1 in 100 chance of bonding with any given wizard. If you have a stock of at least 100 wands you may assume that you can find a wand that matches any given person. Other wise roll 2D for every wand you present to a wizard, and the wand will only bond if both dice come up 0's.

# CREATING SPELLS:

Sometimes you will find that there is no spell that performs the exact function that you want. When this happens it may be time to create a new spell all on your own.

When creating a new spell the first step is to figure out what you want it to do. This could be as simple as expelling a rapidly deflating balloon from the tip of your wand to zoom around the room, or as complex as a spell that makes a maze loop back in on itself for everyone who doesn't know the proper path.

Next compare your spell to other spells to see what the skill requirements might be. In the case of the balloon example it seems like other conjuring spells have a skill requirement of Transfiguration 6, and sometimes Charms 6 as well, so the balloon spell might have a similar requirement. When choosing your requirements always involve the Headmaster to make sure that they agree with the requirements you have decided on. You must have an arithmancy or ancient runes skill equal to or higher than the highest skill requirement of the spell in order to create it.

Once you have chosen your requirements you must find a difficulty. The difficulty in almost every case is equal to  $5 + (2 * \text{the highest skill requirement of the spell})$ . Sometimes this will vary.

Next choose the type of the spell, and if applicable the sub-type. The spell types are (with sub-types in parenthesis); Charms (Ward, Enchanting, Healing, Counter-Curse), Transfiguration (Conjuring), Jinx, Hex, Curse (Unforgivable). Remember that Jinxes, Hexes, and Curses can have the same subtypes as Charms or Transfigurations.

Next decide if your spell scales in anyway. This should be used sparingly and carefully as scaling can potentially make a joke spell that you can cast easily into an overpowered spell that replaces every other combat spell you know simply because you can roll so far over the difficulty.

Once you have the HM's approval you may start working on your new spell. First find out how much time it would take you to research or practice the spell you are making. Then multiply the result by 5 and subtract the higher of your Arithmancy or Ancient Runes credits. Once you have spent half of this time working on your spell, you may roll to see if you are successful. Roll a spell creation check of;

$$1D + \text{your Intelligence} + \text{your Arithmancy credits} + \text{your Ancient Runes credits}$$

If this result is higher than the spell's difficulty, then you may spend the remaining time to complete the spell, otherwise you must start over.

# COMBAT:

Often, characters will get into fights, either with each other or with other things. When this happens combat begins.

At the beginning of combat, whoever has the most Finesse gets the first turn. If multiple combatants have the same Finesse, each rolls 1D, with the combatant with the higher result going first. Then the combatants with lower Finesse take their turns, all the way down to the lowest Finesse, then back to the beginning, maintaining any Finesse tie victories.

Each turn a combatant gets a pool of 3 dice. Every time they wish to perform an action they must spend one of their dice. Actions include casting spells and moving. If a character wishes to try something else it is up to the Headmaster. Keep in mind that 1 dice from the pool is only worth about the same amount of effort as it takes to cast a spell, a few wand motions and a few syllables of speech.

Casting a spell costs 1 die, as does moving, and using potions or magic items. When moving your speed is determined by your Finesse. Compare to the table below for your speed.

Finesse	Speed (In Meters per Turn)
1	4
2	4.5
3	5
4	5.5
5	6
6	6.5
7	7

When a combatant attacks another with a spell, the defender may react as long as they have dice in their pool. By spending a dice they may attempt to dodge or defend. When a character dodges they make a dodge check of;

**1D + your Power + your Finesse + your DADA credits**

If this beats the opponent's casting result for the spell, then they successfully move out of harm's way.

Defending is a bit more open-ended. When you defend you cast a spell in reaction to the spell being cast at you. Usually this will be some form of ward, but you could also attempt to disarm a target, though, in most cases attempting to attack as a defense will cause you to 'tank' the hit, and lose your option to negate the spell. Choosing to attack in retaliation denies your opponent the option to react to your attack unless they cancel their current attack, doing so still costs a dice from their pool.

Sometimes a spell will call for the target to make an DADA check to resist an effect. This is called a resistance check and is equal to;

**1D + your Power + your Spirit + your DADA credits**

Magic isn't always the answer. Sometimes you might find yourself without a wand, or in a situation where using magic wouldn't be appropriate (such as on the streets of muggle London). In this case you can resort to physical violence. Whether your are throwing a punch, kicking, or even biting your target your attack result is;

**1D + your Power + your Finesse**

If this attack hits it deals 1 light wound. If a target uses a spell as a reaction to this type of attack, then that spell is resolved before the attack. If this would prevent the attack from completing by incapacitating the attacker, immobilizing them, or removing the target, then the attack is canceled and the attacker forfeits the die used in that attack.

## WOUNDS, POWER AND DAMAGE:

When you take damage, it comes in the form of wounds. There are three levels of wound, and each wound can also have a special effect attached to it. The three categories of wound are Light, Medium and Heavy. A single heavy wound, two medium wounds, or three light wounds will cause a character to lose 1 Power. Once a character has run out of Power they fall unconscious. They will not recover on their own until they have at least 1 Power again, however the Rennervation Charm will allow a character with 0 Power to awake, though this only lasts a few minutes before they again lapse into unconsciousness.

Taking additional wounds after reaching 0 Power which would cause a character to reach -1 Power or less causes them to die.

Wounds may have special effects which will be noted wherever they are described. These effects disappear when the wound is healed unless noted otherwise.

Generally, wounds must be healed with magic or potions. If for whatever reason, a player decides to let a wound heal up on its own, it is up to the Headmaster to decide when (if ever) the wound is healed.

## MONSTERS, BANES AND HEROIC BLOWS:

When fighting certain powerful monsters, victory through traditional methods may be impossible, because they can take too many wounds or because they have some form of magical protection. Luckily, monsters can be defeated in ways other than by simply pelting them with spells.

Most threatening monsters have a fifth attribute (other than Power, Spirit, etc.) called Monstrosity. Magical creatures add their Monstrosity to all of their resistance checks, and melee attack checks.

Each monster with a Monstrosity score also has a Bane, a special action, spell or tool that can be used to harm them. For example the Bane of a basilisk is the call of a rooster, or a weapon of goblin-make.

A monster will lose points of Monstrosity whenever a player attacks it with or triggers the monster's Bane. The ammount of Monstrosity lost depends on the Bane and is listed in the monster's entry. A monster reduced this way to 0 Monstrosity is vulnerable to a Heroic Blow.

A Heroic Blow's exact form depends on the situation. It may involve attacking the enemy with a melee weapon such as a sword, or a powerful burst of wild magic. Usually a player should be given free reign to decide how they dispatch the creature. Regardless of how it happens, a Heroic blow results in the instant death or banishment of the creature. Heroic blows do not generally require a check, unless it involves some other feat that requires a check, such as riding a broomstick while delivering the attack.

# SPELLS AND CASTING:

In this game you play as a wizard or witch, and what would a wizard be without spells? There are three types of spells you can cast: Charms, Transfigurations, and Dark Arts. You may cast a spell by making a casting check of;

**1D + your Intelligence + your Power + your highest relevant skill + any other modifiers**

A skill is relevant to the casting check if it is one of the required skills for learning the spell.

To cast a spell you must have a wand and have full use of at least one arm. Normally you must also be able to speak to speak the incantation. You may choose to cast a spell non-verbally by applying a -8 penalty to your casting check. This penalty reduces to -6 in the 5th year, -4 in the 6th year, and -2 in the 7th year.

In the case of curses, hexes or jinxes, whenever you learn one of these spells you also learn the counter-spell for that specific spell. You may cast a counter-spell in reaction to your opponent casting its associated spell in combat, or in some cases later to cure the effects of a spell. If the casting result of a counter-spell exceeds the casting result of its target spell the target spell's effects are negated. All of these counter-spells have the counter-curse type in place of their normal type.

Below you will find a listing of every spell in the Harry Potter universe. For the most part, preserving canon will not be this book's first priority, but rather to provide spells which enhance the game and your roleplaying experience by providing as many useful spells as possible. Every spell which it is felt should be accessible to players can be found in this book, canon or not. However, every non-canon spell will be marked with an asterisk so that if you wish you may exclude such spells from your game.

## Spell Stat Block:

### **Spell Name\* (Incantation\*)\***

Skill Requirements (Automatic or Not)[Difficulty]

Type (Subtype)

Description of Effects

A spell name is the descriptive English name for a spell, such as the Disarming Spell or Sunning Spell. The incantation is the magical word which is normally spoken when casting the spell, such as Alohomora or Episky. The asterisk which indicates whether a spell is canon can appear in one of three places. After the name of the spell they indicate a non-canon name, after the incantation they indicate a non-canon incantation, and at the very end of the line, they indicate that the entire spell is non canon.

The skill requirement is the level of skill normally required to learn the spell. By researching, spells can be learned before meeting their skill requirements. Spells which are considered automatic are learned as soon as a character reaches the credit requirements, and will be marked as such. A spell which is not automatic must still be practiced once the credit requirements are met, but need not be researched. The Difficulty of a spell is the number that your check must match or beat in order to cast the spell.

The type of the spell determines what skill you use to cast a spell and will always correspond to one of the skills. Some spells will also have a subtype which further describe the spell's type. Certain wand modifiers will be based on subtype.

## CHARMS:

### **Age Line (Gerafinis\*)**

Charms 7 [19]

Charm (Ward)

This spell stops any person under an age determined by the caster, from crossing the line. It encompasses an area up to 4 square meters plus 1 square meter per 1 over the Difficulty. Wards cannot be cast without rolling.

### **Animating Charm (Ita Vivum)\***

Charms 5, Transfiguration 4 (Automatic) [15]

Charm (Enchanting)

This spell causes an inanimate object to spring to life and begin to act according to the caster's wishes. This item must be of a size that the caster could alter with the Switching Spell. This spell lasts as long as the caster remains focused on the item in question.

### **Anti-Apparition Ward (Parma Apparet\*)**

Charms 8 [21]

Charm (Ward)

Prevents apparition or disappearance in an area equal to 100 square meters for every minute spent casting the spell up to 1 square kilometer. This ward lasts for 1 week plus 1 week for every 2 over the Difficulty. Wards cannot be cast without rolling.

### **Apparition Spell/Disapparition Spell (Apparate/Disapparate)**

Charms 7 (Automatic) [19]

Charm

This spell causes the caster and anyone they are touching to suddenly disappear from where they are and reappear where the caster wishes to go. In order to travel in this way the caster must have a clear picture in their mind of where they wish to go. When casting this spell the caster states their destination before rolling. The caster may travel 200 kilometers plus 10 kilometers per 1 over the Difficulty safely. Even if the roll is failed the caster and anyone they are bringing with them apparate anyway. For every 50 kilometers they travel over their safe travel distance everyone who apparated takes 1 medium wound as they splinch. For every additional traveler with the caster the Difficulty increases by 3.

### **Area Shielding Charm\* (Protego Totalum)**

Charms 5 (Automatic) [15]

Charm (Ward)

Places the effects of the Shielding Charm around an area equal to 100 square meters for every minute spent casting the spell up to 1000 square meters. This ward lasts for 1 week plus 1 week for every 2 over the Difficulty. Wards cannot be cast without rolling.

### **Banishing Charm (Depulso)**

Charms 4 (Automatic) [13]

Charm

Causes a target person or object to move magically away from the target. Moves the target 15 meters plus 1 meter for every 1 over the Difficulty.

### **Bluebell Flame Charm (Caeruleus\*)**

Charms 2 [9]

Charm

Creates a blue flame which burns without fuel or oxygen. Lasts as long as the caster wishes.

### **Bubble-Head Charm (Bubblus Resperens\*)**

Charms 5 (Automatic) [15]

Charm

Creates a bubble of air which affixes itself to the caster's head as long as they remain underwater. Lasts 1 hour plus 10 minutes per 1 over the Difficulty.

### **Caterwauling Charm (Caterwaul\*)**

Charms 6 [17]

Charm (Ward)

Causes a loud noise to echo through an area whenever someone enters the area from the outside. Spans an area equal to 100 square meters for every minute spent casting the spell up to 1000 square meters. This ward lasts for 1 week plus 1 week for every 2 over the Difficulty. Wards cannot be cast without rolling.

### **Cheering Charm (Gaudus\*)**

Charms 3 (Automatic) [11]

Charm

Causes the target to become more happy.

### **Confundus Charm (Confundo)**

Charms 6, Dark Arts 1 (Automatic) [17]

Charm

Causes a target person to become confused and lose track of the past few seconds and the next few seconds. In combat, they lose one die from their pool. During this time they are very susceptible to suggestion and will believe whatever you tell them, however if they think back on it they will realize something is wrong. When this spell is cast the target may make a resistance check, if their resistance result exceeds the casting result of the Confundus Charm, they are not affected by the Confundus Charm.



### **Deflection Charm (Sicubio\*)**

Charms 4, DADA 2, Dark Arts 1 (Automatic) [13]

Charm (Ward)

Creates an invisible barrier in front of the caster at the moment it is cast which will reflect any hexes or jinxes cast at them back at their caster. On a casting result of 20 or higher, they may reflect the spell in any direction they wish, including at another combatant. In order to reflect a spell the Deflection Charm must have a casting result that exceeds the casting result of any incoming spells, otherwise the barrier shatters and the incoming spell continues unimpeded. Wards cannot be cast without rolling.

### **Detergent Charm\* (Tergeo)**

Charms 3 (Automatic) [11]

Charm

Cleans the target as if with soap and a soft wash cloth, or in the case of cloth as if put through a washer and dryer.

### **Disarming Spell (Expelliarmus)**

Charms 2, DADA 1(Automatic) [9]

Charm

Causes the target to lose grip of whatever they are holding as it goes flying behind them. On a result of 15 on the casting result the caster may choose to have the object land in one of their own open hands.

### **Disillusionment Charm (Dissolusio\*)**

Charms 6 [17]

Charm

Causes the target to blend almost perfectly into their background like a chameleon, though significantly more effectively.

### **Drought Charm (Aridita\*)**

Charms 4 [13]

Charm

Evaporates 1 liter of water plus 1 liter for every 2 over the Difficulty.

### **Explosion Charm\* (Deprimo)**

Charms 3 [11]

Charm

Causes a small, controlled explosion which can be used to break locks, or put small holes in walls. Can also deal 1 medium wound + 1 for every 5 over the Difficulty to a creature.

### **Extension Charm (Extendo\*)**

Charms 8 [21]

Charm

Causes the target bag or container to increase its carrying capacity without expanding on the outside. Increases the carrying capacity by 200% plus 25% per 1 over the Difficulty.

### **Feather-Light Charm (Pluma Levis\*)**

Charms 2 (Automatic) [9]

Charm

Makes an object weigh almost nothing. This effect lasts for as long as the caster focuses their efforts on maintaining the spell.

### **Fidelius Charm (Fidelius\*)**

Charms 12 [29]

Charm (Ward)

Seals away knowledge of the target location or object in the mind of the caster. After this spell is cast the target can only be known of, spoken of, detected, or seen by those who the caster has told about the target. The target can be of any size as long as it can be considered cohesive, as such a house is a valid target but a street of houses is not. This effect lasts until it is removed by the caster. If the caster dies without lifting the spell, all people who knew of the target act as new casters for the spell except that they cannot remove the spell. The spell will naturally fade after 1D/2 decades after the initial caster's death. This spell takes a week to cast during which time the caster must cast no other spells or perform any strenuous activity and must remain in the target area or in contact with the target object. Wards cannot be cast without rolling.

### **Fire-Making Charm (Incendio)**

Charms 1 (Automatic) [7]

Charm

Creates a small mundane fire. Fire of a sufficient size can deal 1 medium wound per turn to any creature which has been ignited.

### **Flame Freezing Charm (Inalgesco\*)**

Charms 4 (Automatic) [13]

Charm

Causes a fire to burn normally, but produce no heat.

### **Flashing Paint Charm (Iridis Mica\*)**

Charms 2, Artificing 1 [9]

Charm (Enchanting)

Causes the target object to flash in a multitude of colors.

### **Flesh-Mending Charm\* (Episkey)**

Charms 3 [11]

Charm (Healing)

Stops the bleeding of minor cuts, fixes broken noses (poorly), and pops in dislocated joints. Heals 1 light wound.

### **Four-Point Spell (Point Me)**

Charms 1 [7]

Charm

Causes the caster's wand to point north.

### **Freeing Charm\* (Relashio)**

Charms 4 (Automatic) [13]

Charm

Causes the target to be released from whatever binds it. If the target is bound by a spell, the Freeing Charm must have a casting result greater than the casting result of the spell it is undoing.

### **Freezing Charm (Imobilus)**

Charms 3 [11]

Charm

Causes an object or creature to be locked in place. In the case of mechanical or electronic items, the object also stops functioning for the duration of the spell. Lasts for 5 minutes plus 1 minute per 2 over the Difficulty against creatures, or 10 hours plus 1 hour per 1 over the Difficulty against objects.

### **General Counter-Spell (Finite or Finite Incantatem)**

Charms 2 (Automatic) [9]

Charm

Causes the target spell effect to end if it was cast by the caster. If the spell was cast by another caster, then the caster must roll to use this spell. The casting result of this spell must exceed the casting result of the other spell by 4.

### **Gripping Charm (Rapio\*)**

Charms 6 [17]

Charm

Makes the target very easy to grip. When cast on an object that is expelled from the hand by the Disarming Spell, the item will not be dropped if the casting result of the Gripping Charm exceeds that of the Disarming Spell.

### **Human Revealing Charm\* (Homenum Revelio)**

Charms 6 (Automatic) [17]

Charm

Makes the caster aware of all humanoids within 50 meters plus 5 meters per 1 over the Difficulty.

### **Imperturbable Charm (Impervius\*)**

Charms 3, DADA 2(Automatic) [11]

Charm (Ward)

This ward covers a single doorway or object. Nothing can cross the threshold of the ward until it is lifted by the caster, or from the inside (Even water is prevented from entering the ward, making this an effective water-proofing spell). Wards cannot be cast without rolling.

### **Levitation Charm (Wingardium Leviosa)**

Charms 1 (Automatic) [7]

Charm

Levitates the target, conducting it about with the tip of the caster's wand. Lifts a weight up to 5 kilograms plus 1 kilogram per 1 over the Difficulty.

### **Memory Charm (Obliviate)**

Charms 8 [21]

Charm

Removes or alters a memory that the target has. When this spell is cast the target may make an resistance check, if their resistance result exceeds the casting result of the Memory Charm, they are not effected by the Memory Charm.

### **Mending Charm (Reparo)**

Charms 1 (Automatic) [7]

Charm

Repairs a broken object. If the object was purposefully destroyed by magic then it cannot be repaired.

### **Muffling Charm (Muffliato)**

Charms 6 [17]

Charm

Causes a vague buzzing within earshot of the caster which prevents anyone from overhearing the caster's conversations.

### **Muggle-Repelling Charm (Repello Muggletum)**

Charms 7 [19]

Charm (Ward)

Prevents muggles from entering an area equal to 100 square meters for every minute spent casting the spell up to 1 square kilometer. This ward lasts for 1 week plus 1 week for every 2 over the Difficulty.

Wards cannot be cast without rolling.

### **Packing Spell/Unpacking Spell (Pack/Unpack)**

Charms 6 [17]

Charm

The Packing Spell causes all of the items in an area to pack themselves away in a trunk, wardrobe or similar. The Unpacking Spell removes all items from a container and lays them out neatly.

### **Patronus Charm (Expecto Patronum)**

Charms 8, DADA 3 [21]

Charm

Creates a silvery, intangible animal based on the caster's happiest though which drives away dementors. In order to cast the spell, the caster must have a very powerful happy memory in their mind, players must present such a memory that their character would have in order to cast this spell. If a dementor is already in the area then this spell cannot be cast without rolling.

This spell may be attempted by anyone who knows the incantation, though it will never be successful until it is added to the spellbook and practiced. Instead, with a casting Difficulty of 15, the caster can produce a lesser version of the spell which produces only an indistinct silver mist which can be used to repel a single dememtor but is ineffective against swarms.

### **Patronus Messenger Charm (Expecto Patronum)**

Charms 9, Must know and be able to cast the Patronus Charm [23]

Charm

Sends the caster's patronus to a person or location that the caster has knowledge of, where it relays a short message of no more than a sentence or two, before disappearing.

### **Protean Charm (Protus\*)**

Charms 8, Artificing 4 [21]

Charm (Enchanting)

Causes any number of cosmetically identical objects in the caster's possession to mirror any changes made to any of the other objects. Such changes include any damage done, extreme warming or cooling, or any writing applied to the surface.

### **Rennervation Charm (Enervate)**

Charms 5 [15]

Charm (Healing)

Wakes up someone who has been knocked unconscious. If they have become unconscious due to dropping to 0 Power, this spell will only wake them for a short period.

### **Revealing Charm (Specialis Revelio)**

Charms 6 [17]

Charm

Identifies the ingredients of a potion or the enchantments on an object.

### **Scouring Charm (Scourgify)**

Charms 5 (Automatic) [15]

Charm

Cleans the target as if with a stiff scrub brush. Not suitable for soft or easily scratched surfaces.

### **Scrivener Spell (Scribus)\***

Charms 4 [13]

Charm

Causes a quill to automatically copy the contents of a target book, letter, or similar as long as it is provided with the necessary ink and paper. Will also copy pictures and runes. This process takes about 1 minute per 100 words but the caster need not oversee the process. Pictures vary in time based on their complexity.

### **Severing Charm (Diffindo)**

Charms 4 (Automatic) [13]

Charm

Cuts the target object, as though the caster's wand had an incredibly sharp invisible edge. Deals 1 light wound, or 1 medium wound if the Difficulty is beaten by 5.

### **Shielding Charm (Protego)**

Charm 2 (Automatic) [9]

Charm (Ward)

Creates a shield in front of the caster as long as the spell is maintained which stops incoming spells. In order to stop a spell the Shielding Charm must have a casting result that exceeds the casting result of any incoming spells, otherwise the shield shatters and the incoming spell continues unimpeded. Wards cannot be cast without rolling.

### **Silencing Charm (Silencio)**

Charms 5 (Automatic) [15]

Charm

Silences the target creature or person for 10 minutes plus 1 minute per 1 over the Difficulty. This forces an afflicted person trying to cast any spell to cast non-verbally.

### **Skitter Charm (Fortivus)\***

Charms 4, DADA 3 [13]

Charm

The caster treats their Finesse as one higher for the purpose of determining when their turn comes in battle. Lasts 1 minute.

### **Slicking Charm\* (Glisseo)**

Charm 4 (Automatic) [13]

Charm

Makes the target object or surface slick like grease.

### **Softening Charm (Spongify)**

Charms 2, Artificing 1 [9]

Charm (Enchanting)

Causes the target surface to become soft and springy, rather like a trampoline.

### **Spell Replay Charm\* (Prior Incantato)**

Charm 5 [15]

Charm

Causes a target wand to create a ghost image of the last spell that it cast.

### **Summoning Charm (Accio)**

Charms 4 (Automatic) [13]

Charm

Pulls a nearby object through the air to the caster at a range of 20 meters, plus 3 meters for every 1 over the Difficulty. The caster need not have a line of sight to the target to use this spell.

### **Stealth Sensor Charm (Protego Serpos\*)**

Charms 6 [17]

Charm (Ward)

Causes the caster to be aware of when someone enters the warded area, and also be aware of any deceiving effects they are under, such as those of the Disillusionment Charm, Polyjuice Potion or similar. Spans an area equal to 100 square meters for every minute spent casting the spell up to 1000 square meters. This ward lasts for 1 week plus 1 week for every 2 over the Difficulty. Wards cannot be cast without rolling.

### **Stunning Spell (Stupefy)**

Charms 3, DADA 2, Dark Arts 1 (Automatic) [11]

Charm

Knocks the target unconscious for 1D hours.

### **Supersensory Charm (Sensus\*)**

Charms 5 [15]

Charm

Enhances the caster's senses, including enhancing their peripheral vision.

### **Un-Choking Charm\* (Anapeno)**

Charms 3 [11]

Charm (Healing)

Clears the airway of a choking person.

### **Unbreaking Charm (Tuerentus\*)**

Charms 4 [13]

Charm

Makes the target object unbreakable. If a spell would damage the object it will be ineffectual unless it has a casting result greater than that of the Unbreaking Charm.

### **Unlocking Charm (Alohomora)**

Charms 1 (Automatic) [7]

Charm

Unlocks a door. If the door was magically locked then the caster must have a higher result than that of the one who locked the door, or a result greater than 5 if the locker did not roll. This spell cannot open warded doors.

### **Unplottable Ward (Protego Intabula\*)**

Charms 10 [25]

Charm (Ward)

Makes an area unmappable. Spans an area equal to 1 square kilometer plus 1 square kilometer for every hour spent casting the spell. This ward lasts until it is broken. Wards cannot be cast without rolling.

### **Voice Casting Charm\*/Voice Quieting Charm\* (Sonorus/Quietus)**

Charms 5 [15]

Charm

The Voice Casting Charm causes the caster's voice to become loud enough to be heard over an enormous crowd. The Voice Quieting Charm reverses the effects of the Voice Casting Charm.

### **Wand-Clearing Charm\* (Deletrius)**

Charms 5, Dark Arts 2 [15]

Charm

Erases the marks left by spells on the wand that cast them that is normally detected by the Spell Replay Charm.

### **Wand-Lighting Charm / Wand Extinguishing Charm (Lumos/Nox)**

Charms 1 (Automatic) [7]

Charm

The Wand Lighting Charm causes a bright light, comparable to a flashlight at the tip of the caster's wand. The Wand Extinguishing Charm Reverses this effect.

### **Warming Charm (Calidus\*)**

Charms 1 (Automatic) [7]

Charm

Raises the temperature of the target by 5 C° every minute until they are comfortably warm.

### **Water-Making Spell (Aguamenti)**

Charms 6, Transfiguration 6 (Automatic) [17]

Charm (Conjuring)

Creates water from the tip of the casters wand at a rate of 40 liters per minute plus 5 liters per minute for every 1 over the Difficulty.



## TRANSFIGURATION:

### **Animagus Spell (Animagus\*)**

Transfiguration 10 [25]

Transfiguration

Allows the caster to change into an animal, usually the same animal as their first Patronus. Any wizard may only ever transform into one animal using this spell, this animal will always have the same markings and will usually somehow reflect the appearance of the caster (such as having glasses shaped markings if the caster wears glasses, or sharing scars). This spell may be cast non-verbally and without a wand at no penalty.

### **Bird-Conjuring Charm (Avis)**

Transfiguration 6 (Automatic) [17]

Transfiguration (Conjuring)

Creates 3 birds plus 1 bird for every 3 over the Difficulty. These birds are at the command of the caster and disappear after 10 minutes. If they are damaged in any way, they explode in a simple puff of feathers.

### **Bubble Conjuring Spell (Bubblitus\*)**

Transfiguration 2 [9]

Transfiguration (Conjuring)

Creates a stream of floating bubbles which are hard to pop.

### **Colour Changing Spell\* (Pigmus\*)**

Transfiguration 3 (Automatic) [11]

Transfiguration

Changes the color of the target object to whatever the caster wants it to be. On a result of 15+, they may also change the pattern of the colors.

### **Engorgement Spell\* (Engorgio)**

Transfiguration 1 (Automatic) [7]

Transfiguration

Causes the target to grow by 10% plus 5% for every 1 over the Difficulty, up to the desired size. Alternately reverses the effects of the Shrinking Spell.

### **Extinguishing Spell (Exstinguere\*)**

Transfiguration 3 (Automatic) [11]

Transfiguration

Puts out a fire, up to roughly the size of a wardrobe.

### **Flower Conjuring Spell\* (Orchideous)**

Transfiguration 4 [13]

Transfiguration (Conjuring)

Conjures a bouquet of flowers from the tip of the caster's wand.

### **Hair Growing Spell (Crisis Capillus\*)**

Charms 4, Transfiguration 5 [15]

Transfiguration

Makes the target's hair grow out long and thick.

### **Permanent Sticking Spell\* (Perpetuus Obhaeresco\*)**

Transfiguration 6, Artificing 2 [17]

Transfiguration (Enchanting)

Sticks one object to another object or surface. The two cannot be separated by any means. This takes several seconds to set in completely, and until then creates a thick gummy goo that eventually hardens.

### **Quick-Floor Spell (Subdusio)\***

Transfiguration 3 [11]

Transfiguration

One square meter of floor suddenly becomes semi-liquid, and absorbs any objects or creatures. The depth that something can sink depends on the depth of the floor, though the spell only extends as deep as one meter. Once the spell ends, the floor will return to its normal hardness, trapping anything still partially or completely submerged.

### **Shrinking Spell\* (Reducio)**

Transfiguration 1 (Automatic) [7]

Transfiguration

Causes the target to shrink by 10% plus 5% for every 1 over the Difficulty, down to the desired size. Alternately reverses the effects of the Engorgement Spell.

### **Snake-Conjuring Spell (Serpensortia)**

Transfiguration 3 [11]

Transfiguration (Conjuring)

Conjures a snake from the tip of the the caster's wand. This snake disappears after 10 minutes. If it is damaged in any way, it burns to ash.

### **Sticking Spell\* (Obhaeresco\*)**

Transfiguration 3 [11]

Transfiguration

Sticks one object to another object or surface.

### **Stoneform Spell\* (Duro)**

Transfiguration 5 [15]

Transfiguration

Causes the target inanimate object to turn to stone.

### **Switching Spell (None)**

Transfiguration N/A (Automatic) [varies]

Transfiguration

Causes an object or non-sapient creature to become a different object or non-sapient creature. A new

level of this spell is gained for every credit of transfiguration possessed by the caster. At the first level the spell only transforms targets under one gram of similar texture and appearance. The second level allows targets up to 10 grams and the objects no longer need to have a similar texture. The third level allows targets up to 25 grams and the objects no longer need to have a similar appearance. The fourth level allows targets up to 50 grams. The fifth level allows targets up to one kilogram. For each additional level, the allowed weight of the transfigured object doubles. At all levels except for the first add 5 grams per 1 over the Difficulty.

### **Vanishing Spell (Evanesco)**

Transfiguration 5 (Automatic) [15]

Transfiguration

Makes an object or non-sapient creature, up to double the maximum size of the caster's current Switching Spell weight, disappear.

## CURSES, HEXES, JINXES:

### **Anti-Disapparition Jinx (Obfirmo\*)**

Dark Arts 3 [11]

Jinx

Prevents the target from apparating for 1 minute plus 1 minute for every 1 over the Difficulty.

### **Antler Jinx (Cornibus\*)**

Dark Arts 1, Transfiguration 2 [9]

Jinx

Causes the target to grow the antlers of a male deer from the top of their head.

### **Babbling Curse (Maloquor\*)**

Dark Arts 3 [11]

Curse

Causes the target to be unable to speak in anything but an incoherent babble. All spells cast by an afflicted target must be cast as non-verbal.

### **Bat-Bogey Hex (Pituit Vespere\*)**

Dark Arts 3, Transfiguration 2 [11]

Hex

Causes the mucous in a person's nose to grow to resemble the shape of a bat and attack their face. The attacks of the bat deal 1 light wound.

### **Bedazzling Hex (Spicula\*)**

Dark Arts 1, Charms 5, Artificing 2 [15]

Hex (Enchanting)

Causes a target object to gleam so violently that the targeted object cannot be looked at directly. Lasts 1 hour plus 10 minutes per 1 over the Difficulty.

### **Blasting Curse (Confringo)**

Dark Arts 2 (Automatic) [9]

Curse

Causes a large uncontrolled explosion to erupt from the caster's wand. Deals 1 heavy wound + 1 medium wound per 5 over the Difficulty.

### **Bleeding Hex (Exsanguio)\***

Dark Arts 2 [9]

Hex

Causes many small cuts to open up on the target's skin, dealing 1 light wound which causes the afflicted to take 1 light wound at the beginning of each subsequent round of combat.

### **Blindfold Jinx\* (Obscuro)**

Dark Arts 1, Transfiguration 4 [13]

Jinx

Causes a blindfold to appear over the target's eyes.

### **Conjunctivitis Curse (Conjunctivitis)**

Dark Arts 3 [11]

Curse

Deals 1 light wound which causes the eyes of the target to swell and close with mild pain while it remains in effect.

### **Cruciatus Curse (Crucio)**

Dark Arts 3 (Automatic) [11]

Curse (Unforgivable)

Causes the target incredible pain. If the target wishes to act they must roll an resistance check. If the result of the check is greater than the casting result of the Cruciatus Curse then the target may act. There is no counter-spell for the Cruciatus Curse.

### **Dancing Jinx\* (Tarantallegra)**

Dark Arts 1 [7]

Jinx

Forces the target's legs to dance.

### **Entrail-Expelling Curse (Interus Expellere\*)**

Dark Arts 4 [13]

Curse

Causes the target to vomit up their own intestines. This deals 2 heavy wounds, the first of which causes 1 heavy wound per 6 seconds that it remains in affect. There is no counter-spell for the Entrail-Expelling Curse.

### **Fiend Fire Curse (Fiendfyre)**

Dark Arts 5 [15]

Curse

Causes an enormous, living fire to erupt from the caster's wand. This fire will chase and burn all life it can find, even the caster. The heat of this fire can destroy anything. Touching this fire deals 2 heavy wounds per 6 seconds. There is no counter-spell for the Fiend Fire Curse.

### **Finger-Removal Jinx (Digitdegredus\*)**

Dark Arts 2, Transfiguration 4 [13]

Jinx

Deals 1 light wound which causes the target's fingers to shrink to unusable nubs.

### **Flagrante Curse (Flagrante)**

Dark Arts 2, Charms 5, Artificing 1 [15]

Curse (Enchanting)

Causes the target object to heat up so that it burns the skin of anyone that touches it dealing 1 light wound.

### **Full Body Bind Curse (Petrificus Totalus)**

Dark Arts 1 (Automatic) [7]

Curse

Causes the target person to become completely rigid and unable to move for 10 minutes plus 1 minute for every 1 over the Difficulty.

### **Gemino Curse (Geminio)**

Dark Arts 1, Transfiguration 5, Charms 5, Artificing 2 [15]

Curse (Enchanting)

Creates a worthless copy of an object every time it is touched. This curse can be dispelled by the caster at will.

### **Gouging Curse\* (Defodio)**

Dark Arts 3 (Automatic) or Dark Arts 2 [9]

Curse

Gouges deeply into the target dealing 1 medium wound plus 1 per 5 over the Difficulty. Can dig a hole through dirt large enough to fit a human through at a rate of 1 meter per minute plus 10 cm per 1 over the Difficulty. There is no counter-spell for the Gouging Curse.

### **Horn Tongue Hex (Oslinga\*)**

Dark Arts 2, Transfiguration 5 [15]

Hex

Turns the target's tongue into a sharp, bony horn. All spells cast by an afflicted target must be cast as non-verbal.

### **Impediment Jinx (Impedimenta)**

Dark Arts 1, Charms 4 (Automatic) [13]

Jinx

Stops a moving target short as if they have hit a wall. There is no counter-spell for the Impediment Jinx.

### **Imperius Curse (Imperio)**

Dark Arts 3, Charms 7 [19]

Curse (Unforgivable)

Makes the target person or creature obey the caster absolutely. If the target is a person, they may roll a resistance check once per minute for the first hour they are under the effects of the spell, and once per day after that. If their resistance result ever exceeds the casting result of the Imperius Curse, they break free of the curse. There is no counter-spell for the Imperius Curse.

### **Instant Scalping Curse (Excorio\*)**

Dark Arts 3 [11]

Curse

Scalps the target, removing hair and flesh from the top of their head and dealing 1 medium wound which causes 1 light wound every minute until it is healed. There is no counter-spell for the Instant Scalping Curse.

### **Jelly-Legs Jinx (Locomotor Wobbly)**

Dark Arts 1 (Automatic) [7]

Jinx

Makes the target's legs wobble uncontrollably making standing difficult and walking impossible.

### **Killing Curse (Avada Kedavra)**

Dark Arts 3 (Automatic) [15]

Curse (Unforgivable)

Causes the target to die. This spell is not blockable by the Shielding Charm. This spell cannot be cast without rolling, and will not work on any result below a 15. On a result of 15-20 the caster is fatigued by the casting and takes -5 to all actions until they take a five minute rest. There is no counter-spell for the Killing Curse.

### **Knee-Reversing Hex (Retrogeno\*)**

Dark Arts 2, Transfiguration 5 [15]

Hex

Deals 1 light wound that reverses the target's kneecaps so that they are on the back of their legs and is treated as a heavy wound for the purpose of being healed. This makes it impossible to walk. There is no counter-spell for the Knee-Reversing Hex.

### **Leek Jinx (Porri Auri\*)**

Dark Arts 1, Transfiguration 2 [9]

Jinx

Causes leeks to grow from the target's ears.

### **Leg Locker Curse (Locomotor Mortis)**

Dark Arts 1 [7]

Curse

Locks the target's legs together forcing them to hop around to move.

### **Legilimency (Legilimens)**

Dark Arts 8, Charms 5 [21]

Curse

Allows the caster to look into the mind of the target. If the target wishes to resist they must roll an resistance check. If the result of the check is greater than the casting result of Legilimency then the target is not subject to the effects of Legilimency. There is no counter-spell for Legilimency.

### **Raining Ceiling Jinx (Pluviae)\***

Dark Arts 1, Charms 8 [17]

Jinx

Causes a storm cloud to gather below the ceiling of a room. Shortly after it begins to rain or snow according to the caster's wishes.

### **Reductor Curse (Reducto)**

Dark Arts 2 [9]

Curse

Causes the target or part of the target to be reduced to ash dealing 1 heavy wound + 1 per 7 over the Difficulty. There is no counter-spell for the Reductor Curse.

### **Slug Vomit Hex (Limaxa\*)**

Dark Arts 1 [7]

Hex

Causes the target to vomit slugs every few seconds. Lasts 1 hour plus 10 minutes for every 1 over the Difficulty. If an afflicted person attempts to cast a spell they must roll 1D, on a roll of 1 they must cast non-verbally, as they vomit a slug.

### **Stickfast Hex (Colloshoo)**

Dark Arts 1 [7]

Hex

Sticks the target's shoes to the ground.

### **Stinging Hex (Ictus)\***

Dark Arts 1 [7]

Hex

Causes the target to feel a sharp stinging feeling which while not harmful reduces their next casting result by 2.

### **Stretching Jinx (Tractus\*)**

Dark Arts 1, Transfiguration 4 [13]

Jinx

Causes the target to become very tall and stretched out making them become very unstable. While under the effects of this spell, the target receives a -1 penalty to their Finesse.

### **Tieing Hex\* (Incarcerous)**

Dark Arts 1, Transfiguration 5 [15]

Hex (Conjuring)

Fires a rope from the caster's wand which wraps itself around the first thing that it hits and restrains it.

### **Tongue-Tying Curse (Mimble Wimble)**

Dark Arts 2 [9]

Curse

Binds the target's tongue. All spells cast by an afflicted target must be cast as non-verbal.

### **Tooth-Growing Jinx\* (Densaugeo)**

Dark Arts 1, Transfiguration 1 [7]

Jinx

Causes the target's front teeth to grow several centimeters.

### **Tripping Jinx (Ceciderit\*)**

Dark Arts 2 [9]

Jinx

Causes the target to fall over if they are currently walking or running. There is no counter-spell for the Tripping Jinx.



# BREWING POTIONS:

If it is their inclination a character may spend a large amount of time making potions while at school. Potions are a bit more complex than spells because potions require you not only to know how to make them, but also require you to have the necessary ingredients. Most ingredients will be available in the public potions storeroom in the school. Those that are not must be located, purchased or stolen.

In order to brew a potion make a brewing check of;

**1D + your Finesse + your Intelligence + your Potions credits + any other modifiers**

Once a potion is successfully created it is ready to use. The size of your cauldron determines how many doses of potion you get out of the brewing process. The number of doses you get from a single brewing is equal to the size of your cauldron. The basic cauldron that students get in the beginning of their first year is a size 2, but larger cauldrons can be purchased in Hogsmead and Diagon Alley.

Below you will find listings of every potion in the Harry Potter universe. For the most part, preserving canon will not be this book's first priority, but rather to provide potions which enhance the game and your roleplaying experience by providing as many useful concoctions as possible. Every potion which it is felt should be accessible to players can be found in this book, canon or not. However, every non-canon potion will be marked with an asterisk so that if you wish you may exclude such potions from your game.

## Potion Stat Block:

**Potion Name\***

Ingredients\*

Brewing Skill Requirement[Difficulty](Subtype)

Time Requirement[Shift Time]

Description of Effects

The potion name is simply the name by which the potion is known. An asterisk indicates that the potion is non-canon. Potions do not need to be practiced, they are all functionally automatic as long as you have access to a potions book or you have made the potion before.

The ingredients of a potion are the magical reagents which are required to produce that potion. Most are available in the potions storeroom of the castle, but those that aren't in the storeroom are marked with an asterisk. These ingredients must be acquired specially through different means. At the end of this section is a listing of ingredients with market prices and locations where they can be gathered.

The brewing skill requirement is the level of skill normally required to learn to brew the potion. By researching, potions can be learned before meeting their skill requirements.

The subtype indicates what special modifiers and Masteries can be added to the brewing result.

The time requirement is the base amount of time it takes to brew the potion. The shift time represents how much time your caution adds to the time. Increase your brewing result by 1 by adding the shift time to the time requirement. This can be done as much as is desired, as long as the potion will never take twice the time requirement to make.

Often brewing a potion will take at least a few days if not longer. Even while the potion is left

alone it will continue to brew. While it is brewing the potion must be checked in on, either to add ingredients or to stir the brew. A potion must be checked in on once per unit of shift time that passes, otherwise the potion fails.

When a potion references its effects scaling based on the number over the Difficulty, use the base Difficulty to determine the effects of the potion.

## POTIONS

### **Aging Potion**

Asphodel, Alihotsy Leaves, Moondew

Potions 5[17]

2 Weeks [1 Week]

Each dose of the aging potion makes the drinker 1 year older. This effect lasts 2 hours plus 1 hour per 1 over the Difficulty.

### **Amortentia**

Ashwinder Eggs, Daisy Root, Pearl Dust\*, Rose Petals

Potions 6[19]

1 Week[2 Days]

A powerful love potion which causes the drinker to fall hopelessly in love with anyone whose hair was dissolved in the potion before they drank it. The love produced is not true love, will always be empty, and almost never brings happiness. Lasts until an antidote is administered.

### **Babbling Beverage**

Jobberknoll Feather, Mint, Honeywater

Potions 2[11]

1 Hour[15 Minutes]

Causes the drinker to babble incoherently for 1 hour plus 5 minutes per 1 over the Difficulty. During this time they must cast non-verbally.

### **Beautification Potion**

Ashwinder Eggs, Fairy Wings, Leech Juice

Potions 4[15]

3 Days[1 Day]

Makes the drinker more beautiful for 1 week plus 1 day per 3 over the Difficulty. Add a +1 bonus to Persuasion checks against people who may be attracted to the drinker.

### **Blood-Replenishing Potion**

Dried Leeches, Dittany, Murtlap Tentacles

Potions 4[15](Healing)

2 Weeks[3 Days]

Adds 1 liter of blood to the body of anyone who drinks it, used to counteract severe bleeding. Cures any single wound related to bleeding or bloodloss.

### **Boil Cure Potion**

Dugbog Bark, Flobberworm Mucous, Rat Spleen

Potions 1[9](Healing)

1 Hour[15 minutes]

Cures boils, pustules, and to a lesser degree, acne.

### **Bruise-Healing Paste**

Bundimun, Dittany, Pufferfish Eyes

Potions 2, Alchemy 1[11](Healing)

1 Day[4 Hours]

A thick yellow paste that can heal 1 light wound once per day.

### **Bulbadox Powder**

Bat Spleens, Pickled Caterpillars, Doxy Venom

Potions 3, Alchemy1[13]

3 Hours[1 Hour]

This powder causes anyone who touches it to break out in boils.

### **Burn-Healing Paste**

Ginger Root, Horned Slugs, Peppermint

Potions 3, Alchemy 1[13](Healing)

3 Days[1 Day]

A thick orange paste that can heal 1 light or medium wound that was inflicted by fire or high heat.

### **Calming Draught**

Glumbumble Treacle, Billywig Sting, Dried Nettles

Potions 5[17](Healing)

1 Day[8 Hours]

Calms emotional turmoil.

### **Concentration Capsules**

Chizpurfle Fangs, Pungous Onion, Jobberknoll Feather

Potions 5, Alchemy 2[17]

6 Hours [2 Hour]

Adds a +1 Intelligence bonus while taking tests.

### **Confusing Concoction**

Billywig Sting, Fluxweed, Horklump Juice

Potions 5[17]

1 Hour[15 minutes]

Anyone that smells the vapors of the confusing concoction is befuddled for 5 minutes and cannot concentrate long enough to do anything except walk around confused and run from danger.

## **Deflating Draught**

Abyssinian Shrivelfigs, Knotgrass, Lacewing Flies

Potions 2[11](Healing)

1 Hour[15 minutes]

Antidote to the Swelling Solution.

## **Doxycide**

Cowbane Essence\*, Doxy Vemon, Hellebore

Potions 4[15]

3 Hours[1 Hour]

Knocks doxies unconscious for 1 day when they smell it.

## **Draught of Living Death**

Asphodel, Wormwood, Lethe River Water\*

Potions 6[19]

2 Hours [1 Hour]

Puts the drinker in suspended animation. They will not awake until they are given an antidote.

## **Draught of Peace**

Dittany, Glumbumble Treacle, Valerian Root

Potions 5[17]

1 Hour [15 minutes]

Causes the drinker to feel perfectly at peace. Helps patients in shock go to sleep, or calm the inconsolable.

## **Elixir of Euphoria**

Fairy Wings, Tormentil Tincture, Valerian Sprigs

Potions 6[19]

2 Hours [1 Hour]

A bright yellow liquid that induces intense joy and merriment.

## **Felix Felicis**

Bicorn Horn\*, Dragon Liver\*, Moonstone\*

Potions 6[80]

1 Hour[1 Minute]

A single dose of Felix Felicis lasts 12 hours. During this time the drinker gains a +4 bonus to all actions.

Felix Felicis is highly addictive, a person who takes more than 1D doses over the course of their lifetime will become addicted and will give up everything to get more doses.

## **Flesh Eating Slug Repellent**

Doxy Venom, Horned Slugs, Honeywater

Potions 3[13]

1 Hour[20 minutes]

Causes flesh eating slugs to flee the area when it is sprinkled around. Lasts 1 week.

### **Fire Protection Potion**

Ashwinder Eggs, Pickled Murtlap Tentacles, Stinksap

Potions 5[17]

6 Hours [2 Hours]

Protects the drinker from taking damage from any fire except for dragon fire.

### **Fire Whiskey**

Honeywater, Boomberry Juice\*, Salamander Blood\*

Potions 4 [15]

2 weeks [1 week]

A spicy alcohol that burns like fire going down. Requires a special still rather than a cauldron. It costs 1 galleon for a twenty liter still. Fire Whiskey is contraband inside Hogwarts, and will be confiscated and destroyed if found by the teachers at any point.

### **Forgetfulness Potion**

Alihotsy Leaves, Jobberknoll Feather, Porcupine Quills

Potions 1[9]

1 Hour [20 minutes]

Makes the drinker forgetful for one hour, during that time they take a -1 penalty to Intelligence.

### **Garrotting Gas**

Abyssinian Shrivelfigs, Stinksap, Mint

Potions 5[17]

6 Hours [2 Hours]

This potion is not finished when the brewing is completed. At any time after the potion is done brewing you may add a final ingredient. When that ingredient is added the potion erupts into an enormous cloud of smoke which knocks everyone in the area unconscious. They will wake up soon after the smoke clears, but in enclosed spaces this could take hours.

### **Hate Potion**

Ashwinder Eggs, Pufferfish Eyes, Lionfish Spines

Potions 4[15]

2 Hours [1 Hour]

Causes the drinker to be acutely aware of everything that they dislike about a target person. Lasts 1 hour plus 10 minutes per 1 over the Difficulty.

### **Hiccuping Solution**

Bat Spleens, Dried Caterpillars, Flobberworm Mucous

Potions 2[11](Healing)

3 minutes [1 minute]

Cures the hiccups.

### **Instant Darkness Powder**

Boomberry Juice\*, Demiguise Hair\*, Moondew

Potions 6, Alchemy 3[19]

12 Hours [4 Hours]

Causes 10 square meters per dose to be magically darkened, so that even lighting charms and fire spells are useless. Only a Hand of Glory can shine through the darkness. Lasts 10 minutes plus 1 minute per 1 over the difficulty.

### **Invigoration Draught**

Honeywater, Morning Dew, Peppermint

Potions 5[17]

3 Days [1 Day]

Grants the drinker +1 Power for 10 minutes plus 1 minute per 1 over the Difficulty.

### **Mandrake Draught**

Mandrake Root\*, Bundimun, Wiggentree Bark

Potions 7[21](Healing)

4 Months [1 Month]

Infallibly cures any petrification.

### **Murtlap Essence**

Pickled Murtlap Tentacles, Dittany, Horklump Juice

Potions 5[17](Healing)

1 Hour [20 Minutes]

A yellow liquid smelling of vinegar, heals cuts and abrasions. Heals 1 wound of any size once per day.

### **Pepperup Potion**

Peppermint, Chizpurfle Fangs, Ginger Roots

Potions 4[15](Healing)

3 Days [1 Day]

Cures the common cold and also alleviates hangovers. Steam billows from the drinker's ears for an hour after drinking the potion.

### **Philosopher's Stone**

Unknown\*

Potions 18, Alchemy 12, Artificing 12 [70]

3 Years [Month]

The Philosopher's Stone can convert any base metal into gold and produces the Elixir of Life. A creature that drinks the Elixir of Life once a week will never die of old age. The Elixir of Life also cures all ailments.

## **Polyjuice Potion**

Boomslang Skin\*, Lacewing Flies\*

Potions 5[40]

20 Days [Day]

This potion is not finished when it finishes brewing. After it is done brewing it can be finished at any time by adding the hair of the person you wish to be the potion's target. When the finished potion is consumed the drinker will assume the physical form of the target. This effect lasts 1 hour.

## **Scouring Potion**

Bundimun, Fluxweed, Dried Nettles

Potions 3 [13]

Hour [20 Minutes]

Cleans any object that it is applied to, burning through any amount of filth or grime. Leaves behind a magical film which repels any additional filth as well as water for 1 week plus 1 day per 1 over the Difficulty.

## **Shrinking Solution/Youth Potion**

Abyssinian Shrivelfigs, Lionfish Spines, Morning Dew

Potions 3[13]

2 Hours [1 Hour]

Makes the drinker become progressively younger over several seconds until they are one half their age. This lasts 1 hour.

## **Skele-Gro**

Salamander Blood\*, Wiggentree Bark, Stinksap

Potions 6[19](Healing)

1 Month [10 Days]

Regrows the drinker's missing bones. Requires 5 doses over the course of 5 hours in order to do so.

## **Swelling Solution**

Bat Spleens, Daisy Root, Dried Leeches

Potions 2[11]

1 Hour [20 minutes]

Causes massive swelling which impedes movement, lasts 3 days unless healed. Activates on contact with the skin. The afflicted take a -1 penalty to Finesse for the duration of the effect.

## **Unctuous Uncction**

Rose Petals, Ashwinder Eggs, Pearl Dust\*

Potions 4[15]

3 Hours [1 Hour]

Causes the drinker to believe that the person who gave it to them is their best friend. The person who gave the drinker the potion receives a +2 bonus to Charms checks against the drinker.

### **Veritaserum**

Jobberknoll Feather, Hemlock Essence\*, Mistletoe Berries

Potions 7[21]

1 Month[10 Days]

Causes the drinker to be unable to do anything but tell the whole truth when they speak. They are also compelled to speak, but may resist with a Power check with a Difficulty equal to 15.

### **Wartcap Powder**

Horklump Juice, Pungous Onion, Flobberworm Mucous

Potions 3, Alchemy 1[13]

6 Hours [2 Hours]

Anyone who touches this powder will have a thick crust suddenly grow over their skin.

### **Wiggenweld Potion**

Flobberworm Mucous, Wiggentree Bark, Honeywater

Potions 6[19](Healing)

30 Minutes[10 Minutes]

The antidote for the Draught of Living Death.

### **Wolfsbane Potion**

Wolfsbane, Moly\*, Hemlock Essence\*

Potions 8, Alchemy 4[85]

1 Month [12 Hours]

Allows a werewolf to retain their human mind while in their wolf form. The potion must be taken the day of their transformation, at least 4 hours beforehand in order to be effective.

### **Wound-Cleaning Potion**

Dittany, Murtlap Essence, Rat Spleens

Potions 2[11]

3 Hours[1 Hour]

Cleans wounds so that they do not become infected.



## INGREDIENTS:

While the ingredients of most common potions can be found in the public potions storeroom, some are rarer. There will also be times when the storeroom may not be an option for various reasons. Below is a listing of every ingredient in this book along with their prices, properties and where they can be found. Prices listed are for a single dose of that ingredient at market value. Prices may vary.

### **Abyssinian Shrivelfigs (1 sickle):**

Abyssinian Shrivelfigs are a magical variant of figs which were cultivated by African wizards in the 1500's. The fruit of the shrivelfig has the unique property of shrinking away into an unappealing nutlike nodule when it is picked. Thus, the fig can only be eaten directly off the tree, leading to a large number of tree related accidents being reported by magical fruit connoisseurs on holiday in Ethiopia.

Herbology Difficulty to Grow and Maintain: 11

Herbology Difficulty to Harvest: 13

Time From Seed to Fruit: 1 year

### **Alihotsy Leaves (4 knuts):**

Alihotsy is a weed which grows only around homklump patches and the dens of certain hostile small-folk such as pixies, doxies and gnomes. The leaves of the plant which chewed induce a manic euphoria which reduces the eater to fits of giggling. This giggling can be treated only with the treacle of a Glumbumble.

Herbology Difficulty to Harvest: 7

### **Ashwinder Eggs (1 sickle):**

Ashwinders are creatures born of magical fire. When a magical fire is allowed to burn long enough eventually an ashwinder will slither lose from the flames and seek a dark place to lay its eggs, leaving a trail of ash in its wake. These eggs are hot enough when laid to ignite nearby surfaces and can easily burn a dwelling to the ground.

Magical Creatures Difficulty to Collect Eggs: 13

### **Bicorn Horn\* (4 galleons):**

The Bicorn is an equine creature similar to a unicorn and possessed of the same magical abilities. The only visible difference between the two is the Bicorn's two horns which grow one above the other on their heads. Bicorns are incredibly rare and the magic of their horns are even greater than that of a unicorn. Great care must be taken when harvesting the horn that the bicorn is not hurt, or the gatherer will be cursed with all manner of bad luck and restlessness.

Magical Creatures Difficulty to Gather Horn: 23

Magical Creatures Difficulty to Raise: 25

Time from Birth to Harvest: 4 years

### **Billywig Sting (4 knut):**

An Australian insect that is known for its sapphire blue color and its strange sting. It flies by spinning its wings above its head to achieve to lift. When a billywig stings, its victim is overcome with giddiness and slowly levitates off the ground.

Magical Creatures Difficulty to Catch: 13

**Boomberry Juice\* (4 sickles):**

Boomberrys are small purple berries which grow in clusters of two or three on long creeping vines. When a Boomberry is compressed, it explodes violently, spraying the area with a deep purple juice which stains anything it touches almost irreversibly.

Herbology Difficulty to Collect: 17

Herbology Difficulty to Grow: 13

Time from Seed to Harvest: 6 months.

**Boomslang Skin\* (1 galleon):**

The Boomslang is a venomous African snake with black and bright green patterned skin. The skin of the boomslang is useful for the production of Polyjuice Potion.

Magical Creatures Difficulty to Raise: 15

Time from Hatching to Slaughter: 18 months

**Bundimun (10 knuts):**

A living fungus with eyes that likes to hide in dark places. Bundimun rots the wood of any house they move into with a horrible fluid that they secrete.

Magical Creatures or Herbology Difficulty to Attract: 7

**Chizpurfle Fang (1 knut):**

The Chizpurfle is a small tick-like creature that feeds on magical auras and electricity. In Muggle homes they are the cause of almost all malfunctioning technology, and in wizard homes they can severely damage enchantments.

Magical Creatures Difficulty to Catch: 11

**Common Plants (1 knut):**

Common plants are those plants which are not inherently magical, and are known even to Muggles. They are cheap, plentiful and easy to grow. Common plants include; Asphodel, Daisy, Dittany, Fluxweed, Ginger, Hellebore, Knotgrass, Mint, Mistletoe, Nettle, Peppermint, Rose, Valerian, Wolfsbane and Wormwood.

**Common Animals (2 knuts):**

Many ingredients are simply the parts of various mundane animals. These parts are cheap to come by in most potion stores. Most wizards don't bother with the rearing and raising of mundane animals. Common animals used in potions include; Bats, Caterpillars, Lacewing Flies, Leeches, Lionfish, Porcupine, Pufferfish, Rats and Sloths.

**Cowbane Essence\* (1 sickle):**

Cowbane Essence is a highly poisonous concoction made by soaking Cowbane in Flobberworm Mucus. Cowbane itself is also highly toxic, and thus its availability is restricted in the school. Cowbane grows along the banks of most rivers near grazing fields.

Herbology Difficulty to Grow: 9

Potions Difficulty to Process: 9

**Demiguise Hair\* (10 galleons):**

The Demiguise is a large ape-like creature with silvery hair that allows it to become invisible. When cut, the hair becomes permanently invisible. Demiguise are rare and heavily protected, both by law and their own mastery of invisibility.

Magical Creatures Difficulty to Find: 21

Magical Creatures Difficulty to Raise: 25

Time from Birth to First Shaving: 1 year

**Doxy Venom (1 sickle):**

The doxy is a black, hairy and winged small-folk some 6 inches tall with an additional set of arms and legs. Their teeth are pointed and house a somewhat dangerous venom which can be life threatening for muggles and some children. They live in cramped dank spaces such as tree hollows and closets.

Magical Creatures Difficulty to Find: 11

Magical Creatures Difficulty to Raise: 15

Time From Birth to Venom Production: 2 months

**Dragon Liver\* (5 galleons):**

The dragon is a grand and varied creature that exists all over the world. Dragons are reclusive and violent and should be hunted by any but the most accomplished wizards.

**Dugbog Bark (10 knuts):**

Dugbogs are a species of aquatic mammal that resembles a dead piece of wood. They have sharp teeth and poor eye-sight, so it is unsafe to swim in waters with dugbogs. Dugbogs are drawn to mandrakes and will destroy entire crops with little effort.

Magical Creatures Difficulty to Find: 7

Magical Creatures Difficulty to Raise: 9

Time From Birth to Harvest: 6 weeks

**Fairy Wings (5 knuts):**

Fairies are a specie of small-folk similar to the doxy or pixie. They are winged and glow brightly in the dark. Despite a human appearance fairies are some of the stupidest of all magical creatures. They will attempt to flee if pursued, but if caught they will make no attempt to escape and will contentedly sit in a glass jar for weeks. This has made them a common decoration at wizard garden parties.

Magical Creatures Difficulty to Find: 17

Magical Creatures Difficulty to Raise: 7

Time from Birth to Harvest: 2 weeks

**Flobberworm Mucous (1 knut):**

Flobberworms are brownish worms about a foot long which almost never move but steadily secrete a thick mucous which is useful in a number of essential alchemic reductions.

Magical Creatures Difficulty to Find: 7

Magical Creatures Difficulty to Raise: 7

**Glumbumble Treacle (2 sickles):**

A glumbumble is a small grey insect that resembles a bee. They build hives where they produce a grey treacle that can be used to cure alihotsy mania and is useful in a number of potions.

Magical Creatures Difficulty to Find: 11

Magical Creatures Difficulty to Keep: 13

**Hemlock Essence\* (2 knuts):**

Essence of the poisonous common plant, hemlock. It is made by distilling the berry of the plant in flobberworm mucous. Due to its highly poisonous nature it is not kept in the castle.

Herbology Difficulty to Grow: 9

Potions Difficulty to Process: 9

**Honeywater (1 sickle):**

A one to one mix of water to honey. Used as a base in a number of potions.

**Horklump Juice (2 sickles):**

The horklump is a small animal that resembles a hairy, pinkish mushroom. It releases tentacles into the ground to search for earthworms. The horklump can be juiced by squeezing it into a bowl. This juice is useful in a number of potions.

Magical Creatures Difficulty to Find: 11

Magical Creatures Difficulty to Grow: 11

**Horned Slugs (1 knut):**

Horned slugs are otherwise normal slugs which have a single horn-like tooth. They are common all over the world.

Magical Creatures Difficulty to Find: 7

Magical Creatures Difficulty to Raise: 9

Time From Birth to Harvest: 2 weeks

**Jobberknoll Feather (15 knuts):**

Jobberknolls are tiny, speckled blue-birds that make no sound their entire lives. At the moment of their death they repeat every sound they've ever heard in reverse very quickly.

Magical Creatures Difficulty to Find: 13

Magical Creatures Difficulty to Raise: 17

Time From Hatching to Harvest: 9 months

**Lethe River Water\* (2 galleons):**

Water from one of the four rivers of Hades. Anyone who drinks the water will forget everything for a short time. Repeated use can lead to total and permanent memory loss.

**Mandrake\* (1 galleon):**

Mandrakes are tuberous plants that resemble deformed infants. When pulled from the soil they scream loudly enough to kill a full grown wizard. Thus they should be handled only while wearing silencing enchanted earmuffs.

Herbology Difficulty to Find: 11

Herbology Difficulty to Raise: 9

Time From Planting to Harvest: 3 months

**Moly\* (10 galleons):**

A magical lily with a white flower and a black stem. Only an immortal may pull it from the earth, restricting its farming to just a small number of magical creatures. They are very valuable for their ability to break enchantments, a single moly flower could do the work of a ministry curse-breaker for a month.

Herbology Difficulty to Find: 23

Time From Planting to Harvest: 7 years

**Moondew (Free):**

Moondew is made by collecting the dew of leaves when the moon is at its nightly peak.

**Moonstone\* (10 sickles):**

Moonstones are small, white, iridescent stones which are somewhat rare and quite valuable.

**Morning Dew (Free):**

The dew left from the night collected at dawn.

**Murtlap (2 knuts):**

A rat-like, amphibious creature that lives on shore breaks, it has an anemone-like mouth on its back.

Magical Creatures Difficulty to Find: 7

Magical Creatures Difficulty to Raise: 19

Time From Birth to Harvest: 10 months

**Pearl Dust\* (10 sickles):**

The powder of a crushed pearl.

**Pungous Onion (1 sickle):**

An onion grown in a soil of bundimun. It takes on the stench of their ooze and turns lightly green.

Herbology Difficulty to Grow: 9

Time From Seed to Harvest: 3 months

**Salamander Blood\* (1 galleon):**

A 6 legged amphibian that resembles a newt. They are stark white or powder blue and are constantly wreathed in flame. They can be kept alive without their flame for up to 6 hours by feeding them pepper. Their blood is similarly fiery and can be difficult to handle as a result.

Magical Creatures Difficulty to Find: 11

Magical Creatures Difficulty to Extract Blood: 19

Magical Creatures Difficulty to Raise: 21

Time From Birth to First Extraction: 5 weeks

**Stinksap (1 kunt):**

A virulently unpleasant sap which is produced by the mimbulus mimbletonia, a small grey cactus with sap-filled pseudo-thorns. When the plant feels it is in danger it sprays the sap from its thorns.

Herbology Difficulty to Grow: 15

Time From Seed to Harvest: 6 months

**Tormentil Tincture (1 knut):**

A tincture made from the roots of the common plant, tormentil. It can be used to sooth stomach aches and calm fever.

Herbology Difficulty to Find: 7

Potions Difficulty to Process: 7

**Wiggentree Bark (3 sickles):**

The bark of a wand-wood tree guarded by a bowtruckle. Bowtruckles are nature spirits that seek out wand-wood trees, effectively marking them out to wizards. Bowtruckles are kind and peaceful unless a woodsman approaches their tree without first giving an offering of wood-lice. Even then only a small part of the tree may be taken.

Herbology or Artificing Difficulty to Find: 17

Magical Creatures Difficulty to Appease the Bowtruckle: 9

Herbology Difficulty to Collect the Bark: 11

# FANTASTIC BEASTS:

The Ministry of Magic recognizes 5 levels of danger that a magical creature can pose. Ranging from disastrously deadly class 5 monsters such as the basilisk and the chimera to nearly mundane class 1 creatures like the flobberworm.

Below are just some of the creatures that inhabit the wizarding world, organized by their relative danger. Monsters have the same four attributes as wizards do, but some also have a fifth called Monstrosity that they rely on for their special abilities. Monsters do not have perks or skills, and cannot cast wizard magic, though they may have magic of their own that is remarkable similar.

## Monster Stat Block:

### Monster Name

Power: X, Finesse: X, Intelligence: X, Spirit: X, Monstrosity: X

Bonus Wounds:, Resistances:

Banes:

Habitat:

Description [X]:

Abilities:

The monster name is self explanatory.

A monster's attributes are listed on the second line of their stat block. Not all magical creatures have Monstrosity. Remember a magical creature adds their Monstrosity to all of their resistance checks, and melee attack checks.

Monsters may also have bonus wounds, beyond what their Power normally provides. These bonus wounds can be of any size, and if possible are damaged before their Power. A new wound cannot be applied to one of these bonus wounds if it is larger than the bonus, unless that monster is already at 0 Power. Monsters may also have specific resistances which are also listed on this line.

Banes are special methods that can be used to dispatch powerful monsters. Only monsters with Monstrosity have banes.

The Habitat line tells you where a magical creature may normally be found. Although there are always strange things lurking around Hogwarts.

The Description gives a general description of the creature and any history or facts of note. The number in brackets gives the Magical Creatures check Difficulty for a player to know this information. Successfully learning a monster's description also lets a character know its Banes and Abilities, if it has them.

The abilities section describes any special abilities, actions or spells that the creature has access to.

## CLASS ONE MAGICAL CREATURES:

### **Flobberworm**

Power: 0, Finesse: 0, Intelligence: 0, Spirit: 0

Habitat: Damp ditches, bogs, wherever you leave them.

Description [7]: Flobberworms live in damp places where they can be left undisturbed. They are thick, brown and mostly motionless, constantly oozing a thick mucus from either end.

Abilities: The flobberworm is always unconscious and can't take any actions.

### **Horklump**

Power: 1, Finesse: 1, Intelligence: 0, Spirit: 0

Habitat: Once exclusive to Scandinavia, but now spread across wizarding Europe.

Description [7]: Horklumps are creatures that look like pink, spiny mushrooms with tentacles emerging from the soil around them. They grow in patches which can quickly spread over an area.

Abilities: Horklumps can move, but only at a snail's pace.

## CLASS TWO MAGICAL CREATURES:

### **Augurey**

Power: 1, Finesse: 2, Intelligence: 0, Spirit: 3

Resistances: Augureys are immune to the dampening of rain and are never struck by lightning.

Habitat: England and Ireland.

Description [9]: Augureys are thin birds, similar in appearance to vultures with green-black feathers.

Abilities: Augureys can predict the coming of rain, and do so, by wailing loudly.

### **Bowtruckle**

Power: 1, Finesse: 2, Intelligence: 1, Spirit: 3

Habitat: The boughs of wand wood trees.

Description [9]: Bowtruckles are tiny wood sprites that guard wand wood trees. They are less than a foot tall, and normally very timid. They will attack anyone who touches the tree without making an offering to the bowtruckle.

Ability: Bowtruckles always know where the nearest wand wood tree is, and will try to find it. Once there, they will passively protect the tree. While in their tree and perfectly still, a Bowtruckle is invisible, but any motion makes them suddenly apparent.

Bowtruckles deal medium wounds with their melee attacks. These wounds will fester unless magically cleaned or healed.



## Chizpurfle

Power: 1, Finesse: 4, Intelligence: 0, Spirit: 0, Monstrosity: Varies

Bane: Many harmful or irritating potions are lethal to the tiny Chizpurfle. Commercial insecticide is also effective and available. Any harmful potion can be applied to a Chizpurfle to reduce its Monstrosity by 1. Specially made or purchased insecticides reduce its Monstrosity by 2.

Habitat: Anywhere there is a large amount of magic or electricity.

Description [9]: Chizpurfle are very small insects, about a millimeter in size at birth, that look like fanged crabs. They will chew on anything filled with electricity or magical energy and gorge themselves on the power.

Abilities: As a Chizpurfle absorbs energy it grows larger and more dangerous. Chizpurfle normally have a Monstrosity score of 0, but if they can find enough magic, they can gain up to 5 Monstrosity. For each point of Monstrosity they have, a Chizpurfle grows by 1/2 a kilogram and becomes substantially larger.

Chizpurfle add their Monstrosity to their melee attack checks and their resistance checks.

Chizpurfle gain bonus medium wounds equal to their Monstrosity score.

## Fairy

Power: 0, Finesse: 2, Intelligence: 0, Spirit: 5

Bonus Wounds: 1 light wound.

Habitat: Woodland areas.

Description [9]: Fairies are tiny humanoid creatures usually no more than a few inches in height. They have insect wings of a large variety of shapes and colors, and buzz like bees or crickets rather than speaking.

Abilities: When frightened, a fairy may perform a small feat of woodland magic in an attempt to escape. Vines may grow around the feet of pursuers, or a branch could fall from above to block their way.

## Ghoul

Power: 2, Finesse: 1, Intelligence: 1, Spirit: 0

Resistances: Ghouls are immune to diseases and poisons, even magical ones.

Habitat: The attics, barns or crawlspaces of wizarding families.

Description [9]: Ghouls are non-hostile creatures related to the ogre that eat the small insects that live in the walls of most homes. They are known for wailing and moaning at all strange hours, but are usually more trouble to remove than to live with.

## Gnome

Power: 1, Finesse: 0, Intelligence: 1, Spirit: 0

Resistances: Gnomes don't take damage from blunt force trauma (for example: being thrown).

Habitat: The gardens of wizards.

Description [9]: Gnomes are sorry little creatures with a head like a potato and large feet. They are easily confused, and if they can be made dizzy, they will wander off and not return for some time.

## CLASS THREE MAGICAL CREATURES:

### **Ashwinder**

Power: 2, Finesse: 5, Intelligence: 1, Spirit: 0

Resistances: Ashwinders cannot be harmed by fire.

Habitat: Magical fires, floo networks.

Description[11]: The ashwinder is a bright red and everburning snake that is born from unattended magical fires. They seek dark corners to hide in and lay their fiery eggs. If not dealt with promptly ashwinders will quickly burn any home to the ground.

Abilities: Ashwinders are always burning, and ignite any flammable surfaces they touch. Their fires deal 2 light wounds for each round spent in contact with them.

## CLASS FOUR MAGICAL CREATURES:

### **Centaur**

Power: 5, Finesse: 4, Intelligence: 5, Spirit: 3

Habitat: Centaurs are native to the mountains and forests of Greece, but are now common to most of Europe.

Description [13]: Centaurs are proud creatures with wild ways and the ability to read the stars like a book. From the waist up, they are people, but below their waist is the body of a full sized horse. They are not generally aggressive but are easily riled, and cannot hold their booze well.

Abilities: Centaurs can vaguely see the future, but have long standing cultural laws that prohibit sharing their knowledge with wizards. Most are also excellent archers, and carry a bow that can strike from a great distance and deals 1 medium wound.

## CLASS FIVE MAGICAL CREATURES:

### **Acromantula**

Power: 3, Finesse: 7, Intelligence: 1, Spirit: 0, Monstrosity: 0 (initially)

Bane: Spiders flee before the king of snakes, the basilisk. Acromantulas exposed to a basilisk lose all of their Monstrosity until they can escape the area.

Habitat: Any of the dark places where an enormous spider might find to hide.

Description [15]: Acromantulas are enormous spiders with enough intellect to be capable of human speech. They may grow up to fifteen feet in leg-span and are extremely venomous, especially as they grow. They will build massive dome shaped webs in pits where they hide and wait for prey. Acromantulas are also prone to amassing large broods of spiderlings which can quickly grow too ravenous to properly feed.

Abilities: For each decade they live, an Acromantula increases their Monstrosity by 1, becoming larger and more cunning. Each point of Monstrosity gives them 1 bonus heavy wound, +1 Power and +1 Intelligence. Their bite starts out dealing 1 light wound, but increases to a medium wound at 2 Monstrosity, and a heavy wound at 4 Monstrosity.

Acromantula venom deals 1 light wound each round (in addition to whatever bite wound applied the venom).

## Basilisk

Power: 6, Finesse: 7, Intelligence: 5, Spirit: 0, Monstrosity: 7

Bane: The cry of a rooster will kill it instantly. Goblin-made weapons will reduce its Monstrosity by 3 with each successful attack.

Habitat: Usually guarding some dark secret of an ancient parselmouth wizard.

Description [17]: Basilisks are serpents with emerald scales and a red plume of feathers on its head. It is born when a toad is made to hatch a chicken egg.

Abilities: All those who look upon the eyes of the basilisk will die. Even seeing a reflection is enough to permanently petrify a person. The venom of a basilisk kills any who it bites unless they are saved by the healing of a phoenix, unicorn or similar magical source.

Basilisks deal 1 heavy wound when attacking in melee.

A Basilisk may constrict a foe with a melee attack check. If they are successful they can hold their target in place until they are freed by some outside means. They may spend all three dice from their pool (they must not have acted at all during the turn), to roll a Power check against the Basilisk's Power + Monstrosity, if successful, they break free.

## Dementor

Power: 1, Finesse 7, Intelligence: 2, Spirit: 7, Monstrosity: Varies

Bane: The Patronus Charm can summon a silvery animal that will attack nearby dementors, reducing the swarm's Monstrosity by one-half (round up) with each successful attack.

Habitat: The wizard prison of Azkaban.

Description [17]: Dementors are creatures of pure fear and malice. They feed on negative emotion and can only be harmed by the pure light of a Patronus Charm. They appear as mummified forms wrapped in black tatters that float above the ground.

Abilities: Dementors are immune to all effects save for that of the Patronus Charm. Dementors can fly at will, and exude an aura of sadness and negative emotion that is felt as a physical coldness.

Dementors often appear in large swarms. The swarm of Dementors is treated as a single creature with Monstrosity equal to the number of Dementors in the swarm.

Dementors can pull back their hoods and perform an unholy “kiss” that robs the victim of their very soul. This cannot be resisted and is incredibly painful, but takes several seconds.

## Werewolf

Power: +4, Finesse: +3, Intelligence: -7, Spirit: +0, Monstrosity: +5

Bane: The bane of the werewolf is silver. Each successful attack with a silvered weapon reduces a Werewolf's Monstrosity by 2.

Habitat: Wherever people dwell.

Description [17]: Werewolves are people transformed by the light of the full moon into a blood-thirsty wolf-like beast. During this time, they have no control over their actions and will seek out humans to inflict their curse on, or eat.

Abilities: Unlike most monsters, werewolves don't have normal attribute scores. Instead their attribute scores shown above modify the scores of the person who has transformed. Werewolves only gain these bonuses and penalties when transformed, and are otherwise indistinguishable from most other people.

Werewolves transfer their curse through bites. A person bitten by a werewolf will transform at each full moon for the rest of their life.

Werewolves can communicate with each other over great distances by howling. This communication is very simple, but will be used intelligently to hunt in packs and slowly close in around their prey.

# HEADMASTERING:

As a headmaster your job is to facilitate the game in a way which is fun and fair for everyone. While this is not always achievable this is your number one goal. This means that you have many jobs which fall to you in order to flesh out the experience for your players.

## DIFFICULTIES AND CHECKS:

As the HM, one of your primary jobs is to provide challenges for the players to overcome. Checks are covered at the beginning of this book, but as the HM you have another consideration when it comes to checks, Difficulties. Difficulties usually range from 7 (Somewhat difficult for a first year) to 23 (Difficult for a seventh year) most tasks fall toward the lower end of this spectrum, in the 11-13 range. 11-13 is the Difficulty at which first years have a chance of completing the task, and seventh years will almost never fail. Below are some sample rolls and Difficulties for common tasks. Averages are given for a first year and seventh year, each assuming that they have the median values for their attributes and skills for their year.

Finding your way to class (1D+Intelligence+History of Magic): Difficulty 9.  
Average roll for a 1<sup>st</sup> year, 8. Average roll for a 7<sup>th</sup> year, 15.

Rolling your broomstick without falling off (1D+Finesse+Flying) Difficulty 13.  
Average roll for a 1<sup>st</sup> year, 8. Average roll for a 7<sup>th</sup> year, 13.

Recognize an illusion (1D+Spirit or Intelligence+DADA or Charms) Difficulty 17.  
Average roll for a 1<sup>st</sup> year, 9. Average roll for a 7<sup>th</sup> year, 16.

Resisting Legilimency (1D+Power+Spirit+DADA) Difficulty 21+.  
Average roll for a 1<sup>st</sup> year, 9.5 .Average roll for a 7<sup>th</sup> year, 20.5.

## CREATING OLDER CHARACTERS:

Characters that are beyond first year receive a few things for their years spent in school and as professional wizards. For each year of school a character has attended they gain any credits for the classes they took, plus one attribute point per year. They learn all their automatic spells, plus their Intelligence score per year of any additional spells that they meet the prerequisites for.

Beyond school, characters no longer grow more powerful each year. Instead they gain prestige as their standing in society or prowess in the magical arts increases. The first time a character gains prestige they learn all spells they meet the prerequisites for and all spells become automatic for them. For each additional prestige they may increase any of their attributes by 1, up to a maximum of 7.

As the headmaster, you should be very sparing with prestige both when giving it to players in game and when allowing them to start with it. It can be quite powerful. Most adults in the wizarding world only reach a prestige of 1, aurors usually reach 3 or 4, and heads of departments and teachers range from 5 to 10. 14 is the maximum prestige.

## SCHEDULE INCIDENTALS:

The first trimester of the year starts on September 1st, when the Hogwarts Express arrives and the first years are sorted. It lasts about 15 weeks before Christmas holiday starts at the end of the second week in December. The break lasts about 2 weeks, until the first Monday in January. The second trimester lasts 13 weeks before a 2 week Easter holiday. The third trimester lasts 10 weeks. Exams are the first week of June, results come out one week later, and the train leaves at the beginning of the following week.

The year has 38 weeks of classes and 4 weeks of holidays. Summer holiday is 10 weeks.

## GRADES, PASSING AND FAILING:

When a student goes takes a class they receive a grade. The grades are on a sliding scale as follows; Outstanding (O), Exceeds Expectations (E), Acceptable (A), Poor (P), Dreadful (D), Troll (T). Unless actively trying, it is impossible to actually receive the Troll grade. A student needs either an O, E, or A in order to pass their class. Receiving a P results in a failing grade, and a D or T will require the student to retake the same class next year outside of normal class time, and prevent them from taking the class the following year.

In order to determine the grade that a student receives you must keep track of whether or not they show up for class. Students start the year with a score of 80 in each class, and lose 1 point each time they miss more than one class in a week. If students always show up for class there is no need to track this.

Then at the end of the year each student will take a final exam for each of their classes. When taking their test they roll;

$2D + \text{your Intelligence} + \text{your credits in the associated class}$

Add the result of this roll to their remaining points for that class. Then compare the result to the table below to get their grade.

Result	Grade
100 or higher	O
80-99	E
70-79	A
50-69	P
0-49	D
Less than 0	T

By purposefully doing your homework wrong you may lose 80 points in a class over the course of the year. And you may also decide to take a 0 on the final test by not doing it. By doing this it is possible to obtain a T.

If caught cheating (Perks never count as cheating) a student is immediately assigned a P for the class, unless they have fewer than 60 points in the class at the time, in which case they are assigned a D.

## RUNNING A GAME:

There are many ways to play this game. You could play a simple slice of life game and give your players the chance to stretch their role playing muscles. Or you could set your game during a magical war and allow your players to grow into wizard heroes. You could even play out a detective noir story with aurors, or a story set in magical America.

Regardless of what you choose to run, it is important to think about a few things.

First and foremost, it is important to think about what kind of game you want to run. Giving players free run is often nice, but most groups need at least some direction. Think about what you want your players to spend their time at the table doing. If you want them to spend most of their time socializing and playing into the politics of Hogwarts, you should make sure you have some really interesting characters prepared for them to interact with. If you want a campaign with elements of mystery, you should plan out a deep background for your mysteries so that you can react when the players throw you curve balls.

Aside from the the game play, you should also now be thinking about the plot, specifically the elements that can drive the story forward. A strong antagonist such as a bully or dark lord can be a great inciting force, as every time they clash with the party the party will be more driven toward seeing the end of that character.

In a game with no clear antagonist, you can use other characters as drivers for the plot. A sister or brother also in school could take the role of an instigator. Likewise items can also be used to drive plot, in the form of strange and powerful artifacts, wealth, or even ancient clues hidden around the castle. Events are great instigators, when things start to happen around the players, for example troll attacks or strange disappearances, they are often drawn to action.

Goals are perhaps the most organic form of plot element, but are also the most nebulous and can often still leave players floundering for a grasp of the story. They work great for games where your overarching plot acts more as a backdrop, giving your characters the chance to explore their goals. If you would like to try using goals, ask each of your players to come up with a goal for their character. Goals should be longer term, generally, something to be accomplished on the scale of years. Then provide your players options to move toward their goals. Someone who wants to be the quidditch captain one day should be allowed to try to endear themselves to the team even though they aren't old enough to play. A player that wants to become the next dark lord should (if this goal is acceptable in your campaign) be allowed to start gathering followers even as early as the first year. Make it clear when players further their goals so that they can get a sense for their progression. Even something as small as noting that an NPC will remember an interaction can give a player a sense of making progress.

Once you know that you can drive your plot, you can now put a body on it. Now is the time to start piecing together any major ideas you've had into a proper story. Do this loosely, it is common knowledge that plot never survives an encounter with the players. They will stray from any path you can think of, and you need to be ready to adapt your story, even in major ways, to keep pace with your

players.

Now you can begin crafting your set pieces. Your big artifacts, your major NPCs and your plot devices. Now is the time to start thinking about a few other things as well.

How will your game fit into canon? The answer to this question can be as simple as 'it doesn't' and that's fine. However, make sure that your players are aware of this. Some people may value canon a lot more than others and may feel cheated if they envision a story set during the time Harry and Friends were in Hogwarts and instead end up playing an alt history game set during the war against Grindlewald.

When should your major plot points roll out? If you're planning a game spanning many years it can be easy to loose sight of time. You should start planning the major events for at least your first year, at least in your head. This will help you space things out through the year in a better way, instead of having most things happen in just your first few weeks.

Now you have the basics of a campaign. All you need are a few of your minor NPCs, either as just broad stroke ideas, or more concrete names and personalities. If you are playing in Hogwarts, having the names of at least your players housemates in their year written down beforehand will be very helpful.

At this point you are free to make any tweaks and adjustments you like. Adding more detail, or changing things to make them fit in a way you think will be better. Remember that most sessions will be changing a few things, or adding a few new facts, so keeping physical notes or well organized electronic ones will probably be necessary.





# HARRY POTTER

AND THE

## TABLETOP RPG CHARACTER SHEET



Character Name: .....

Player Name: .....

**Power**

○○○○○○○○

**Finesse**

○○○○○○○○

**Intelligence**

○○○○○○○○

**Spirit**

○○○○○○○○

Background: .....

Wand: .....

Masteries :

Skills

☐  
☐  
☐  
☐  
☐  
☐  
☐  
☐  
☐  
☐

Alchemy  
Ancient Runes  
Arithmancy  
Artificing  
Astronomy  
Charms  
Dark Arts  
Divination  
DADA

☐  
☐  
☐  
☐  
☐  
☐  
☐  
☐  
☐  
☐

Flying  
Herbology  
History of Magic  
Magical Creatures  
Muggle Studies  
Perception  
Persuasion  
Potions  
Transfigurations

Perks :

Spells Known :

Dodge Bonus: ☐

Resistance Bonus: ☐

Charms Casting Bonus: ☐

Dark Arts Casting Bonus: ☐

Transfiguration Casting Bonus: ☐

Potion Brewing Bonus: ☐



Wounds :



# CHANGELOG:

## 2.0.0

- Release

## 2.0.1

- Added the rule that gives you 3 attribute points at character creation
- Added the Metamorph Mastery
- Added a rule allowing you to select the same special mastery twice.
- Added Difficulty examples to the Headmastering Section.
- Added an example character to the character creation section.
- Removed house images from the backgrounds section, they were cluttered and were not converting correctly to pdf.
- Removed redundant or legacy wording in a few places.
- Changed the wording of the Special Masteries to be more consistent. Spell-Making Savant has become Spell-Making Expert, similar changes have been made to Flying Ace (Flying Expert), Studious Researcher (Research Expert), Enchanter (Enchanting Expert), Healer (Healing Expert) and Protector (Ward Expert)

## 2.0.2

- Altered the character creation text on attributes again to indicate that you start with 1 in each attribute at the beginning of character creation.

## 2.0.3

- Added more tips to the Headmaster Section.
- Added Running a Game to the Headmaster Section.
- Added Creating Older Characters to the Headmaster Section.

## 2.1

- The book has had another editing pass to correct major typos and make sure all the pages are aligned.
- Fixed the Unicode error that caused “1/2” to be replaced with “½” throughout the entire book.
- Fixed the Table of Contents, which had the wrong page numbers for basically everything after some realignment in previous versions.
- Added a breakdown of difficulties and what they represent.
- Added the Curse-Breaking Master general mastery.
- Added the Mischief Expert, History Expert and Perception Expert special masteries.
- Added a new Perk, Rich in the Ways that Matter.
- Added the Perception skill.
- Added a section on Automatic Spells that conveniently lists all the automatic spells from the spell-list.
- Added the Quick-Floor Spell.
- Added Fire Whiskey to the Potions section.
- Added the much asked for Fantastic Beasts section of the book, detailing some of the creatures

wizards might encounter.

- Added Monsters, Banes and Heroic Blows to the Combat section.
- Added a Character Sheet to the book. It's got a new design, updated from the older, pre-second edition character sheet which is all that existed to this point.
- Removed some old and redundant wording.
- Changed how the Well Connected perk functions slightly. Instead of providing money, it now reduces study time by a flat amount. This is done to clarify how it functions.
- Changed the order of the skill difficulty list so that it is organized by difficulty and then alphabetically.
- Changed the Study section to break up the huge wall of text with tables and hopefully make the system more clear.
- Changed non-verbal casting. Now the penalty continues to shrink after year 5, until it reaches -2 in year 7.
- Changed many spells to be in line with the wound system rather than the now obsolete damage system.
- Changed several spells to be Transfiguration spells rather than Charms to improve Transfiguration as a skill. Spells affected by this change: Color Changing Spell, Engorgement Spell, Extinguishing Spell, Permanent Sticking Spell, Shrinking Spell, Sticking Spell.